



SQUAD

**DETAILED LEVEL
MAPS!**



Greg Off

primagames.com



X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE

PRIMA PUBLISHING
3000 LAVA RIDGE COURT
ROSEVILLE, CA 95661
WWW.PRIMAGAMES.COM



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

©2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.



™ is a trademark of Dimension Publishing, Inc.

Author: Greg Off
Producer/Designer: Tim Lindquist

© 2000 Electronic Arts Square K.K. All rights reserved. Electronic Arts, EA GAMES, the EA GAMES logo and X Squad are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

Special thanks: EA — Mike Jeffress, Ray Nakazato, Stephen Murray, Lafayette Taylor and the X Squad development team.

Dedicated to Kimberly, Catherine and Sara.

Important:

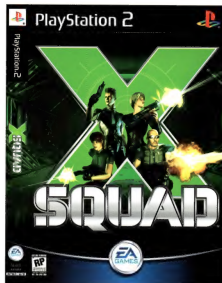
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-3220-X
Library of Congress Catalog Card Number: 00-10808
Printed in the United States of America

00 01 02 03 KK 10 9 8 7 6 5 4 3 2 1

TABLE OF CONTENTS

GETTING STARTED	2
WASTE DISPOSAL	10
SEWER	20
GUARD STATION	29
ABANDONED TRAMWAY	42
LABORATORY	51
RECREATION AREA	64
ASSEMBLY PLANT	72
STORAGE FACILITY	81
ROOFTOP	90



OFFICERS AND CIVILIANS

ASH:

Name: Connors, John G. (Ash)
Age: 26
Origin: Butte, MT.
Height: 6' 2"
Weight: 180 lbs
X Squad: Team Leader
Status: Active

The consummate soldier, Ash graduated from West Point at the top of his class. When he is on assignment, Ash has zero tolerance for anything remotely unrelated to the job at hand. Having placed in the top of his class in both marksmanship and urban combat simulation, Ash is a formidable soldier. During his final year at West Point, Ash was aggressively recruited by Col. James Clifford to join his special ops unit. Ash joined Clifford's team for the experience and prestige. Under Col. Clifford, Ash earned a reputation for being hyper-focused and merciless in combat. Col. Clifford became Ash's mentor, father-figure and friend. After a highly successful stint in Clifford's regime, Ash felt the need to break away from his mentor's shadow and make his own mark in the world. Ash left the group and formed X Squad.

JUDD:

Name: Johnson, Judd
Age: 28
Origin: Atlanta, GA.
Height: 6' 8"
Weight: 260 lbs
X Squad: Reconnaissance, Heavy Firearms
Status: Active

Judd Johnson graduated from Penn State University where he was an all-American linebacker. Judd astonished everybody when he announced that he wasn't going to pursue a career in the Pros but would instead join the Navy. Judd started his military career in the Navy as a cook. His ability to handle big guns and suspect vessels in the shipping lanes soon earned him a reputation among his peers. During an evening on shore break in Tijuana, a buddy bet Judd a dollar that he could not make the Navy SEALs. An uninhibited Judd accepted. Judd's Navy buddy was a dollar poorer as Judd finished SEAL training at the top of his class. Judd's real talent is his reconnaissance. He has an almost instinctive ability to both locate and survey targets. Not a negotiator, his way is to take things head on.

Welcome to the Official X Squad guide.

MAYA:

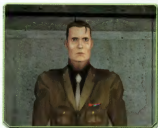
Name: Estevez, Maya
Age: 26
Origin: Los Angeles, CA.
Height: 5' 5"
Weight: 115 lbs
X Squad: Intelligence Gathering, Computer Scientist
Status: Active

Loyal, tireless and brave, Maya is a typical overachiever from an atypical background. Having grown up in the neighborhood of East L.A., Maya had to work even harder than her teammates to rise to the top. Maya excelled early in both athletics and mathematics. In college, she was ROTC champion in archery, fencing and marksmanship. By her junior year, she had already designed and built three computers and a guidance system, which she donated to the military (at the suggestion of her C.O.). After college, Maya enrolled in the Marines. During her four-year stint in the Marines, Maya earned the most combat decorations of any woman to have ever served in the Corps. She created the TAS hardware that has helped intelligence gathering in remote areas.

MELINDA:

Name: Swanson, Melinda
Age: 26
Origin: Los Angeles, CA.
Height: 5' 8"
Weight: 125 lbs
X Squad: Surveillance, Marksmanship
Status: Active

Melinda makes her own rules and lives by them. She was born into a wealthy family but did not accept the status quo. She refused to let her parents pay for her education and put herself through school by working as many as three side-jobs at a time. After college, Melinda had a tour of duty in Tibet with the Peace Corps. While in Tibet, Melinda studied Gong fu (Chinese Boxing) under an elderly Shao Lin monk. She attributes her ability to concentrate on her target when she has sniper rifle in hand to her pious teacher. Nimble and strong, Melinda left the Corps after she witnessed the genocide of an entire village. Paralyzed by fear, she was unable to prevent this travesty. Vowing to prevent violent incidents like the one she witnessed, Melinda joined the CIA to hone her insurgency skills. Four years later, she was their top female operative. No longer content with doing other people's dirty work, Melinda exited the Agency to join X Squad.

**COLONEL JAMES CLIFFORD:**

Name: Clifford, James
Age: 42
Origin: Lansing, MI.
Height: 6' 2"
Weight: 190 lbs

Commanding, decisive, and self-righteous, Colonel James Clifford built a long and spectacular military career around orchestrating small-scale surgical military strikes. A life-long soldier, Clifford's commitment to improving his troops is intense. He has an explosive temper and little tolerance for incompetence. Impressed by a young West Point graduate's brashness and ability to perform under pressure, Clifford took Ash under his wing. Although they no longer maintain a student-teacher relationship, Ash and Clifford view each other with a sense of mutual respect.

**DR. BIANCA NOBLE:**

Name: Noble, Bianca
Age: 31
Origin: Hampshire, UK.
Height: 5' 7"
Weight: 123 lbs

A renowned computer scientist, Dr. Noble accepted contract work at this remote research facility. She disappeared from public eye soon thereafter. Dr. Noble can be introverted and consumed by work. As a young scientist, Dr. Noble was obsessed with work. She pursued science for the sake of knowledge until her ground-breaking research got her in trouble with the government and military. Because of government censorship, she now has to work for the military. The military pays well, but she now longs for free research once again. However, she is wary of expressing her wishes to the top brass. She knows too much to ever do free research again.

BOOT CAMP**CONTROLLING ASH:**

Being the consummate soldier that he is, Ash is very agile and has many abilities. In order to master them, you are going to need to take some time learning to control him. Below are his basic and advanced moves, as well as weapon handling and misc. controls.

*For the purpose of this strategy guide, we are assuming you are using "Control Configuration 1" (the default control scheme). If you select Control Configuration 2, please see the game's manual for the differences.

**Running/Walking:**

In the game, Ash will need to be quick on his feet in order to avoid enemy fire, head for cover or get quickly from one place to another. Conversely, Ash will also need to be light on his feet in order to sneak up on unsuspecting foes and maneuver through sticky situations.

To make Ash run, press all the way forward on the D-pad or Left Analog thumbstick.
To make Ash walk, press lightly on the D-pad or Left Analog thumbstick.

Turning:

There are two ways to rotate Ash around in his setting. The first is for those of you who are still playing with the D-pad versus the Analog thumbsticks.

D-pad: Like most third-person games, turning your character simply requires you press right or left with the D-pad.

Right Analog Thumbstick: If you're maneuvering Ash with the Analog sticks, you'll be able to turn him with the Right Analog Thumbstick by pressing right and left. The stick is pressure-sensitive and will turn him slowly or fast depending on how hard you press it.

**Strafing:**

Strafing is the ability of running from side to side while facing the same direction, and you will need to learn how to strafe if you intend to survive the game. There are two ways to strafe in X Squad, either with the Dual Shock2's Shoulder Buttons or the Left Analog Thumbstick.

L2/R2 Buttons: By pressing either of these, Ash will strafe left or right. If you press them lightly, Ash



will strafe slowly. By pressing them all the way down, Ash will strafe fast.

Left Analog Thumbstick: You can also make Ash strafe by pressing right or left on the Left Analog Thumbstick. The harder you press translates to how fast Ash strafes.



Looking/Aiming/Targeting:

Looking: Ash will constantly need to view his surroundings to get an idea of what he's up against. You can manipulate the camera to get just about any view you like by rotating the Right Analog Thumbstick in any given direction.

Aiming: The Right Analog Thumbstick also doubles as your aiming control. There will always be an on-screen targeting crosshair, which is manipulated by the Right Analog Thumbstick.

Targeting: There are two ways to aim and lock-on to targets. The first, Auto-Targeting, will automatically lock onto an enemy when your crosshair gets close to your target. The lock-on range depends on the type of weapon you are using. If you select the Novice or Intermediate difficulty settings, the Auto-Targeting function will be set to on. You can change it to Manual-Targeting by turning it off in the options screen. It will automatically be off for Expert.

Manual Targeting works a bit differently. In order to lock onto an enemy in this mode, you will need to aim your crosshair at your target (by using the Right Analog Thumbstick) and then press down on the Right Analog Thumbstick (the R3 Button) to manually lock on.



Crouching/Crouch-walking:

Ash will need to crouch or duck quite a bit during his missions in order to take cover from enemy fire. You should utilize this control option quite a bit, because it will save your life more often than not.

Crouch: To crouch, press the X Button once and Ash will assume the position. Use this option any time you want to take cover behind a crate or object that will block the enemy's fire. To stand from a crouch, press the X Button again.

Crouch-walking: Once in the crouch position (done by pressing the X Button once), Ash can slowly walk in a bent over position. This can be vital to surviving a mission, as he is less likely to alert the enemy with his footsteps and also able to possibly avoid enemy fire. This move also allows Ash to get into and under small areas otherwise inaccessible.

Leaning:

Learning to lean is a must in *X Squad*, and can be used to get an advantage over unsuspecting enemies. Leaning should be used always and often, especially when approaching corners if you don't want to be seen. This is a good way to pick off foes who have their back to you.

There are two ways to lean: You can either hold down the L1 Button and then press the R2 or L2 buttons to lean to the right or left, or you can hold down the L1 Button and then press the Left Analog Thumbstick right or left.



Climbing:

Ash will need to climb from time to time in order to get up into areas that are otherwise too high to reach. Look for places that might have a stack of crates, file cabinets or other objects near a wall that Ash can climb up which might lead up to new areas.

To climb up, move Ash to the object you want to climb and hold the L1 Button while pressing forward on either the Left Analog Thumbstick or D-pad.



Rolling:

Rolling is a very important evasive maneuver in the game and will come in handy quite often. Whenever in a firefight, rolling is a sure way to lessen the chance of getting hit by enemy fire. Ash can roll in all four directions.



Roll Forward: To roll forward, you can either double tap the Left Analog Thumbstick or D-pad, or press the L1 Button when running forward with the Left Analog Thumbstick or D-pad.

Rolling Left and Right: To roll left or right, you can either double tap the L2 or R2 Buttons, or can press the L1 Button when running left or right with the Left Analog Thumbstick or D-pad.

Roll Backwards: In order to roll backwards, Ash must be in the crouch position (by pressing the X Button once). Once crouching, you can roll backwards by either double tapping the Left Analog Thumbstick or D-pad backwards, or by pressing the L1 Button while moving backwards with the Left Analog Thumbstick or D-pad.

WEAPON HANDLING:

Mastering your weapons in one of the most vital aspects of *X Squad*. If you're not comfortable and skilled in the art of shooting, then you won't be getting very far in this game. Learning to get off quick shots, aim precisely and take out multiple targets rapidly is the key to your survival.

Attack/Fire (Reload):

You can fire a weapon or, if weaponless (or out of ammunition), you can attack your enemies with your fists by pressing the R1 Button. Most weapons are automatic and require you just to press and hold the R1 Button to let off a continuous stream of fire, while others require constant tapping or pressing of the R1 Button to get off rapid shots. If you exhaust your weapon's ammunition magazine, Ash will automatically reload as long as you press the R1 Button.

Reload: There is another way to reload as well. This premeditated method will insure your weapon doesn't become empty during an intense firefight, leaving you in the lurch for the few precious seconds it takes to reload. You can reload at any time by pressing the Circle Button. Keep an eye on your ammo count and, when it gets low, press the Circle Button to fill it up. A word to the wise: Don't hit the reload button if you have a full magazine, Ash will reload anyway if you do, losing/waiting precious ammo in the process.

Sniper Mode:

There are a few different Sniper Rifles in the game, but they are all controlled in the same fashion. To toggle on and off the Sniper Rifle's scope, you must press down on the Right Analog Thumbstick (the R3 Button). Once in Sniper mode, you can aim by moving the Right Analog Thumbstick in any direction, zoom in and out by pressing the Left Analog Thumbstick forward and backwards, lean by holding down the L1 Button and then pressing right or left on the Left Analog Thumbstick, and Strafe slowly by pressing left or right on the Left Analog Thumbstick or the L2 and R2 Buttons.

MISC. CONTROLS:

There are some other, misc. controls you'll need to master, such as selecting weapons and items, issuing commands and using the map. Here is the breakdown:

Item Selection:

There are two different ways to select an item or equip a weapon — Quick Select and Manual Select.



Quick Selecting can be done by pressing the Triangle Button during game play. When doing so, you'll be presented with a menu of your weapons, as well as your in-stock health (Med Kits) and shield energy (Energy Packs). None of the other items, such as ammunition, Radar enhancers, Shields, etc., will be shown on this screen in a circle fashion. To select a weapon or replenish your shield or health from this screen, rotate the Left Analog Thumbstick or D-pad to highlight the weapon/item you want to equip/use, and then press the X Button. You can quick select at any time during the game, but will still be susceptible to enemy fire when doing so, as it does not pause the action. Only quick select when you know you have time or are in a safe spot.



Manual Selecting is a bit more time intensive, but will protect you from taking any unnecessary damage

and also let you get to your entire inventory of items and weapons. To do so, pause the game by pressing the Select Button, choose the "Tactics" option from the menu that appears and, finally, choose either the "Weapons" or the "Equipment" icon from the next set of choices. "Weapons" will just let you select and equip a weapon in your inventory while "Equipment" will let you get at everything, including weapons, ammo, health, shield energy and other helpful items. See the "Managing Equipment" section of this guide to get more tips and info on selecting and assigning weapons and items.

Issuing Commands:

Like item selection, there are two ways you can issue commands to your squad members — Quick Command and Manual Command.



Quick Commanding can be done by pressing the Square Button during gameplay. When doing so, you'll be presented with a menu of your commands, which range from "Stealth" and "Assault", to "Follow", "Stay", and "Recon". Like Quick Selecting, you will still be vulnerable to enemy attack when you choose this option, so only execute it when you are safe from enemy fire. See the "Commanding Your Team" section in this guide for tips and strategies on this feature.

Manual Command is basically the same feature as Quick Command, except that you can pause the game to do so and save yourself any unnecessary damage in the process. To execute this feature, pause the game with the Select Button, then choose the "Tactics" option from the menu that appears and, finally, choose the "Commands" option.



THE MAP:

You are equipped with an auto-mapping function that will display your location on an on-screen map within a limited vicinity. To pull the map up, just hit the Start Button. This also pauses the game. Not only does the map show your current location within the level (represented by a red arrow), but it also displays the path you've taken, marked by small blue dots. This will show which rooms/areas you've been in and which ones you've yet to explore. To exit the map/pause function, just hit the Start Button one more time.

DIFFICULTY SETTINGS:

X Squad offers players three different difficulty settings: Novice, Intermediate and Expert. This guide was written to help get all three types of players through the game. The only difference between the three settings is the level of difficulty on the enemy AI and the amount of hits it takes to kill them. Try playing through on Intermediate before tackling the Expert setting.



THE HEADS UP DISPLAY (HUD):

Keeping an eye on your HUD and its status is very important. If you want to survive and make it through this game alive and in one piece, you are going to have to learn to constantly be checking it for your condition (as well as your teammates') and your ammunition supply.



Meters:

There are two meters displayed in the bottom left corner of your screen — Health and Shield.

The Health Meter (represented by a series of small red bars) shows your current level of health. If you are not protected by a shield, your health meter will go down every time you are hit. The amount of health you lose is dependent on where you are hit. If you take a hit to the head, you will lose more health than if you were to get shot in the leg. When your health is low, refill it by using a Med Kit.

The Shield Meter (represented by a series of small blue bars) is located just underneath your Health Meter and shows the amount of shield that is protecting you. The amount decreases every time you are hit. As long as your shielding remains, your physical strength (and health) will remain. Your shield's strength is dependant on the Force Shield you have protecting you (there are three different Force Shield units you can purchase as you progress through the game, each stronger than the last) and its defense strength is stronger in the front of the body than the back.

Ammunition:

The weapon you are using, as well as the amount of ammunition remaining in it, the number of magazines you are carrying,

and the capacity (the number of shots of each magazine) are all displayed in the bottom right corner of the screen. When your weapon becomes empty, it automatically reloads (as long as you hit the X Button) with a new magazine.

Team Member Communication Display:

The indicator in the upper right corner of the screen indicates the name of the X Squad member you are communicating with and the current command you have given to your squad member. If your teammate is out of range, the command field reads "Detached".

The color of your team members' names indicates their current health status. At full health they appear as green, but will fade to yellow and then red as they take hits. When their name has turned to grey and reads "Detached" that means they are down for the count and can only help you if you "Assign" them Med Kits and/or Energy Packs from the "Equipment" option in the menu screen.

Commanding Your Team:

When you are in communication range with a squad member(s), you can then order them to assist you by issuing commands. Issuing commands must be mastered and used in order to get through the game and earn a high rank at the end of your mission (see "Ranking and Rewards" below). There are five categories of commands: "Follow," "Recon," "Attack," "Spread," and "Stay," as well as two strategy commands that can be issued: "Assault" and "Stealth".



Follow: Issuing the Follow command ensures that your team member will be close by your side and not lag too far behind you. This command is very important and extremely necessary, as it's possible to find yourself alone in the middle of a firefight if you're not careful. You can also issue the Follow command in the middle of combat, which will keep your squad members close to you, where they will focus on whatever it is you're attacking near your position.

Recon: The Recon command is one of the most important commands in your vocabulary. Many of the long hallways in the game lead around to blind corners or open rooms filled with crates and nooks and crannies where the enemy can (and will) hide. Issuing the Recon command will send one or all of your team members to the exact location you want them to go (by pointing your cross hair to the location first, then issuing the command), where they will then stealthfully head out to scout for the enemy.

Stay: The Stay command is probably the least used of them all but can come in handy when you don't want an injured squad member to head into battle or want them to stay in a particular area where you know enemies will be appearing. You won't be able to issue the Stay command once an enemy has been sighted.

Attack: The Attack command is only available during combat and basically tells your team members to directly attack the enemy in a concentrated fashion.

Spread: Similar to the Attack command, issuing the Spread command will make your squad members attack the enemy, except they will do it from a range of spread out locations, rather than a tight formation. This command is especially useful for the game's bosses, who won't know who to target if they are being hit from all sides.

Assault: The Assault strategy command will emphasize a more aggressive attack toward the enemy, leaving caution and care to the wind. Issuing this command will tell your teammates not to bother with taking cover and just let the enemy have everything they've got.

Stealth: The Stealth strategy is more defense-emphasized and will tell your teammates to be more careful and cautious when in the midst of a firefight. When issued, your squad members will take cover, use the element of surprise and be more defensive in their attack patterns.

MANAGING EQUIPMENT:

Managing your weapons and equipment is a huge part of *X Squad* and it will really make a difference toward the end of the game if you get careless or sloppy. Almost every item in your inventory has a point and weight value attached to it. The point value equals how much it cost to purchase and sell (which is done between every level) and the weight value is directly tied in to how much you can carry. When you reach your weight limit, you will not be able to pick up or buy new weapons or equipment until you "Discard" the ones you aren't using (also done only between levels) or "Assign" them to another team member.



To purchase new equipment, select the "Acquire" option at the menu screen after beating a level. The points you earned for beating the level (See "Performance and Points" for more info) can then be applied to purchasing new weapons and ammunition, as well as helpful items, including stronger shields, health, shield energy, and radar equipment. Every three of four levels, a new and stronger set of weapons and items will be available for purchase. It's very important to save your points for the stronger weapons later in the game (a good amount of the weapons can be found hidden throughout the game's many levels).



X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



and use a small portion of them for replenishing your health, ammo and shield energy instead.

You can (and should) equip your other team members with stronger weapons, ammunition, health and shield energy as the game progresses. As you find new weapons, don't be stingy with the last, as you can give them to your mates. To do so, pause the game during gameplay by pressing the Select Button, choose the Tactics option at the menu screen, then choose "Equipment". From this inventory screen, you can then select the weapon/item you want to give to another team member, hit the X Button to highlight it, then choose the "Assign" option. When you do, you will be asked which squad member you want to assign it to. Whoever is commandable at that point in the game will appear. Make sure, after you've assigned the

weapon or item, that you switch to that particular team member in the menu screen (by pressing right or left with the D-pad) and then equip the weapon before moving on.

PERFORMANCE AND POINTS:

When you complete a mission, a list of statistics is displayed. The better you did during your mission — which is broken down into a list of categories — the more points you'll earn. These points can then be used as cash to purchase weapons, ammunition and items from the "Acquire" option in the menu screen in between levels. It's very important not to squander your points early on by purchasing unnecessary weapons and items, as they will be needed later on in the game for stronger ones if you want to beat the last boss. Whatever points you have left over at the end of the game will also be applied to your overall ranking. The ranking system works as follows: 1000 = Private, 2000 = Sergeant, 3000 = Lieutenant, 5000 = Captain, 10000 = Major, 15000 = Colonel, 20000 = Master. For each ranking earned, you'll also earn a special code, which will open up weapons and other goodies for playing through the game a second time (see the "Code" section below if you're of the cheating type). Here is the list of categories you'll be ranked on:



Time Required: Indicates the amount of time taken to complete the mission. The quicker you are, the more bonus points you'll be rewarded with at the end of the level.

Conquest Rate: Indicates the percentage of damage you unleashed on the enemy. This stat is tied into how many enemies you were able to find and kill in relation to how many there are in a level. Getting 100% means you found and killed every enemy in the level.

Accuracy: Indicates how good of a shot you are. Enemies in the game can be killed faster by hitting them in the head versus other parts of the body, and you are more accurate standing than if you are moving. The more head shots and quick kills, the more points you'll earn for accuracy.

Combat Bonus: The Combat Bonus points are based on your shooting accuracy and enemy damage percentage.

Bonus Points: The Bonus points are based on your performance during the mission, which includes the amount of time taken to complete your mission.

CODES

BEWARE! These codes are game spoilers and will greatly affect your gameplay experience if you choose to use them before beating the game yourself. They are given out at the end of the game dependent on how many points you have left over as a reward for beating it. They can be entered in on the main title screen and, if done correctly, the button combinations will appear above the X Squad logo. After entering the cheat, start a new game on any level of difficulty and the cheat will be active.



The Code:

PRIVATE: Press Square, Circle, then Triangle

What you get:

Michaels 9mmS, 99 clips of ammo and combat bonus points displayed during gameplay.



The Code:

SERGEANT: Press Triangle, Circle, then Square

What you get:

No weight limit, Taylor M82 and Michaels 9mmS handguns with 99 clips of ammo and combat bonus points displayed during gameplay.

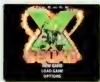


The Code:

LIEUTENANT: Press R1, L2, L1, then R2

What you get:

After completing level one, player receives 10000 bonus points, Level 2 Shield, Michaels 9mms and Taylor M82 handguns with 99 clips of ammo each, no weight limit, and combat bonus points displayed during gameplay.



The Code:

CAPTAIN: Circle, R1, Circle, L1, Triangle, then R2

What you get:

Radar, Michaels 9mms and Taylor M82 handguns with 99 clips of ammo each, combat bonus points displayed during gameplay and no weight limit.



The Code:

MAJOR: L2, Square, R2, Triangle, L1, Circle, then R1

What you get:

Level 3 Shield, Level 3 Sensor, Radar, Michaels 9mms and Taylor M82 handguns with 99 clips of ammo each, combat bonus points displayed during gameplay and no weight limit.



The Code:

COLONEL: Triangle, Square, Circle, Square, Triangle, then Circle

What you get:

Beginner level of weapons with 99 clips of ammo for each, Level 3 Shield, Level 3 Sensor, Radar, combat bonus points displayed during gameplay and no weight limit.



The Code:

GENERAL: L1, L1, L2, L2, R1, R1, R2, then R2

What you get:

Intermediate level of weapons with 99 clips of ammo for each, Level 3 Shield, Level 3 Sensor, Radar, combat bonus points displayed during gameplay and no weight limit.



The Code:

MASTER OF X SQUAD: Circle, Circle, Circle, Circle, Triangle, Square, Square, Square, then Square

What you get:

All of the weapons with 99 clips of ammo for each, Level 3 Shield, Level 3 Sensor, Radar, combat bonus points displayed during gameplay and no weight limit.

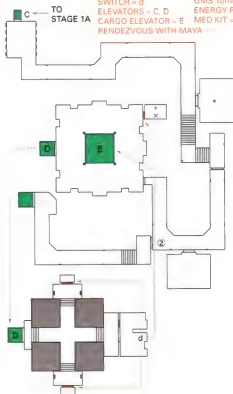
STAGE 1A

START = *
SWITCHES = a, b, c, d
ELEVATORS = A, B, C
10mmSA ammo = *



STAGE 1B

SWITCH = d GMS 10mmSA = *
 ELEVATORS = C, D ENERGY PACK = +
 CARGO ELEVATOR = E MED KIT = x
 RENDEZVOUS WITH MAYA ---



PRIMARY OBJECTIVE:

INVESTIGATE SITUATION

MISSION BRIEFING:

The first level in the game will present you with a set of fairly easy challenges in order for you to become familiar with controlling Ash and using his Command abilities.



Ash will start the level off on his own, with Maya infiltrating the Waste Disposal from another location. After the quick banter between the two, take a moment to familiarize yourself with the controls.



The DualShock2's right analog thumbstick controls the aiming cursor, as well as the camera. The L2 and R2 buttons allow Ash to strafe, while the L1 button locks Ash into place (and can be used in conjunction with the left analog thumbstick or the L2 and R2 buttons to "lean" or peek around corners).



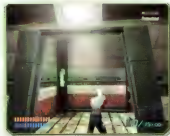
Some other basic controls include shooting with the R1 button, kneeling and crouch-walking with the X button and reloading with the Circle button. Check out the manual or the Getting Started section in this strategy guide for more detailed instructions.



Okay, time to get down to business. Head out of the room through the door with the glowing green nuclear sign. It will automatically open when you approach it.



Check out the reflections in the green pool of water to the left — how cool is that? If you shoot into the water, it ripples, and your shell casings will cause little splashes when they drop.



Nothing else to see here; we've got hostages to locate. Head through the next door and into the corridor.



As you head down the corridor, you might want to practice strafing around corners. This technique will soon become very handy. To do so, turn Ash so he's facing the inside wall, then hold down the L2 or R2 button to strafe out into the open. This should give you a leg up on your enemies.



The tutorial mode will kick in as you approach this door. To open it, stand in front of the switch to the right and press the L1 button.



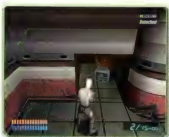
Another quick tutorial on how to activate elevators — again, by standing in front of the switch and pressing the L1 button.



Head through the door on this lower level and into the hallway. Straight ahead should be another door labeled "1" on each side of it. Head on through and get ready to exercise your trigger finger.



The next tutorial explains how to release the cell locks in this room. If you ease into the room just a bit, your aiming cursor will automatically lock onto each of the two gun cannons. When locked on, press the R1 button repeatedly to shoot and disable them.



Now that the immediate threat has been disarmed, hit the switch on the column to open the cells. Your reward is a case of GMS 10mm SA ammo. You're probably going to need this.



Head out of the room and take a right down the hallway. Toward the end, you'll get another tutorial message giving you instructions on how to peek around corners. If you skipped through it, here's what you need to do...



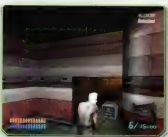
First, stand behind the inside wall and turn to face it. If you're close enough to the corner, you'll be able to see down the hallway and your first live target.



Now, hold down the L1 button to lock Ash into place and then either use the R1 button or push the left analog thumbstick right to peek out around the corner. Your automatic targeting cursor should lock onto your unsuspecting enemy. If not, you can aim a little better by using the right thumbstick. Let him have it!



Down this next corridor, about midway through, is door "2" to your right. Head on in and you'll spy another set of mounted gun cannons and cell locks. You should know the drill.



The cell in the right corner of the room has another case of GMS 10mm SA ammo.



Back outside and to the right you'll come to another corner and another tutorial. Heed the words of wisdom then peek around the corner and let the sucker have it!

X-SQUAD

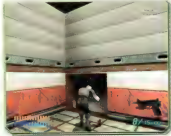
PRIMA'S OFFICIAL STRATEGY GUIDE



Door "3" is just a bit down and to the right. Same drill as before — shoot the cannons, hit the switch and grab the ammo in the left corner.



Head back into the corridor and through the large door to the right. The tutorial gives the answer you need to get past the barrels and into the next room — shoot them!



To squeeze through the small opening, you're going to need to duck down and crouch-walk under it. Hit the Circle button once to duck down and then use the right thumbstick or D-pad to walk under it. Hit the Circle button again to stand up once on the other side.



Follow the hallway around until you come to the opening on the floor. Check the map if you like, then drop Ash down. He can take small drops, but will lose health if they are substantial. This one is ok.



It looks like you're going deeper into the Waste Disposal plant. Maya should be around here somewhere. Head through the door and then down the elevator on the other side.



A quick communication with Maya turns up nothing on the hostages' fate. Don't let that discourage you, though, we've only scratched the surface.



It's time to be a little more cautious as the action is going to heat up from here on out. Use the strafe/peek techniques you've learned to get a bead on this guard. One shot should send him to his maker.



It turns out he's not alone. The sound of your gunfire has alerted his buddy. Don't hesitate and take him down as well. If you take a hit or two, you should be all right. Your Energy Pack will absorb five or six before you start losing health.



Collect any ammo left behind and continue cautiously down the corridor. Don't forget to strafe and peek around the corners.



Around this corner you'll come across another guard. Once he's picked off, you'll still have another two to deal with. Shoot him first...



Now aim toward the door on the left and let guard #2 take one to the gut...



and then quickly aim back toward the middle of the corridor and you'll be able to take down guard #3 before he can do the same to you. Good job!



It's always good to check your ammo stock after a firefight. You don't want to be caught in a crossfire with an empty gun. Reload if you're really low, then head into the door to the left. Ignore the "Do Not Enter" sign above it; you're not one to take instructions, you give them!



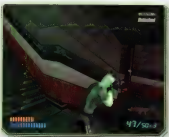
Inside you'll find your first goodie — a GMS 10mm SA (or, more commonly known as the bad-ass machine gun). To equip it, either press the Triangle button, highlight it and then press the X button...



...or press select on your controller to bring up the status screen, highlight and select the "Tactics" option, then highlight and select the "Weapons" option, and then choose it in the inventory screen by selecting it and pressing the X button.



You might want to also check the status of your Energy Pack. If you are low, I would suggest using the one in your inventory to boost your shield — you're going to need it momentarily. Head out the door and down the stairs to the left.



At the landing, stop and peek out to the right. An enemy is waiting for you. Can you say "bye bye"?



Another two are beyond the door — stay frosty! Shooting the first guard will bring a second. You can either attempt to take them both quickly, or shoot the first then duck for cover and pick off the second from behind the wall.

X5 SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Be cautious as there are more waiting for you. Another one is around the next corner and he was guarding a room with nothing useful in it — silly man.



At the end of this corridor, you'll meet up with Maya. As soon as she's in your sight, she will become "commandable," and you'll see her name highlighted, along with her command status, in the upper-right corner of the screen. She will automatically default to the "Follow" command.



The tutorial screen will come up and offer up a bit of info on reconnaissance. If you want to send your teammates to check out an area, point your targeting cursor to where you want them to go...



...then choose "Recon" by hitting the Square button and highlighting the command from the list of commands — this will be executed in real-time, meaning you are still alive in the environment when doing so and susceptible to enemy attack.



You can also pause the game by pressing the select button, then choose the "Tactics" option, then the "Commands" option, and then the command you want to issue. During the heat of battle, this is a good way to save yourself from unnecessary damage.



In any event, Maya will head out to the spot you chose, which will be marked with a large, flashing arrow.



At the end of the corridor is a door marked by an overhead red light. Stay cautious, as I have a bad feeling about this. Make sure Maya is set to "Follow" you and head on through.



Whoops, looks like we walked into a trap. The best thing we can do is duck for cover. If you double tap forward on the left thumbstick or press L1 when running forward, Ash will go into a roll. Aim for the safety of the crate to the right a bit and duck behind it.



With Maya's aid, you should be able to focus on the remaining baddies and pick them off by inching away from cover, letting off a few shots, then ducking back to safety before anyone can return fire.



As soon as the coast is clear pick up any items left behind and then head for the set of double doors against the far back wall. Maya will chime in about the elevator being locked. We need to find a release.



Head through the doors and then up the elevator with Maya in tow. Up on the second level you'll spy a room with a glass viewing window across the way. We need to go in through the door to the left.



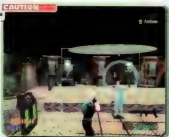
Ash will discover the switch needed to release the elevator. As you head inside, a few goons will come out to play. Turn around and help Maya if you like. Shoot the glass and use the room you're in for cover.



Once they've been dealt with, hit the switch and head back down the elevator to the first level. You'll notice the floor has lowered to expose an elevator switch. Going down?



But wait! It seems that throwing the switch also opened a locked door to the left. Inside are some helpful items — an Energy Pack and a Med Kit. These will replenish your health and shield when you're low.



Okay, take the floor elevator down and get ready for some action. When the elevator gets down toward the bottom of its descent, you'll be attacked by four guards. Make sure you have plenty of ammo and spray 'em with a shower of bullets.



Once they've been eliminated, take any leftover ammo and head into the open doorway marked "Control Room." The door to your immediate left won't open and the one to the right of the Control Room is currently locked.



Another guard waits just around the corner — stay cautious. When he's dead and gone, Maya will suggest hitting the enemies in the next room simultaneously — not a bad idea. Take the right door guns blazing and she'll take the left. Two more guards bite the dust!



Inside, you'll find a switch and, possibly, some leftover ammo. Take the goods, hit the switch and head back to the first room. We just opened the doorway to the right.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



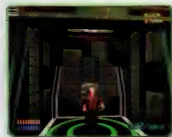
As you pass through the door, you'll hear a sound and the word "checkpoint" will appear. While you can't save your game until the level is completely finished, you will be able to restart with full health, full energy and all your ammo and items intact from this point.



Follow the curvy corridor around until you come to the next door and make sure Maya is with you. You should treat any closed door as a potential trap.



This one is no exception! A group of guards wait, some behind bulletproof barriers. Use the walls by the side of the doors for protection and systematically take them out.



You should be rewarded with a Med Kit and some more ammo. Collect them all and take the elevator beyond the doors down to the next floor.



Don't let the false quiet and sense of security fool you, there are enemies gunning you down as you read this. Aim for the open doorway and use the room's two giant columns for cover.



We can either head left or right from this doorway. Both hallways connect at a room in the middle. Inside this room is a gun turret that is motion-sensitive. You and Maya can tackle it together by hitting it from opposite ends. Get it in your sights and let 'er rip.



Another elevator awaits. Take it down and then into the next set of hallways. You can go either right or left, they both end up at the same place. Be ready to encounter a few goons along the way.



The exposed doorway in the middle is an open invitation to get shot — a lot. The best strategy is to roll into the room and get behind the first crate you see. Now you can pick off the enemies slowly and precisely.



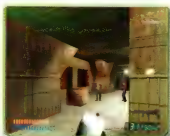
Beware of the ones you can't see behind objects and windows. They are quick shots and will target you before you know what's hit you. You should get at least one Med Kit and one Energy Pack for your efforts.



Inside the room at the end is a switch. Throw it and you'll release a lock to a door somewhere else in the level. When you exit the room, watch out for the goons below.



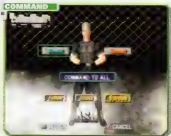
From where you exited the switch room, you'll find there's a small entryway with stairs leading down to the room below alongside the left wall. Down below is a pool of green sludge, some ammo and the door you unlocked. Ignore the sludge, grab the ammo and go for the doorway.



Down the next hallway and around the corner are three more goons. Go for the full frontal attack and fill them full of lead. Sometimes there's no need for finesse.



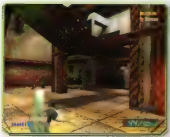
No time to check out the scenery — head through the next doorway to receive a checkpoint. Up ahead is an open doorway marked "Boiler Room;" this is where we need to be.



Inside is your first boss encounter. This freak is carrying a flamethrower and, by the looks of it, has been expecting you. It's time to put your command skills to action. Hit the select button and first make sure you're at full health, then command Maya to "Spread". She will attack him from one side while you hit him on the other.



The best strategy is to keep him in your sights and let loose with your Machine Gun. As you're shooting him, you should be concentrating on staying as far back as possible. You can see his health status, which is displayed by a yellow energy bar above his head.



Every so often, a few guards will drop from the floor above. You should definitely take them out immediately, as their bullets are quite deadly.



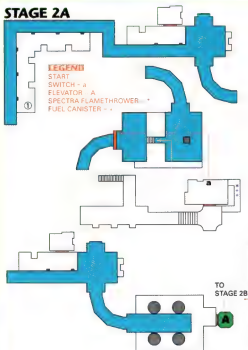
Should you get burnt by his flamethrower, be patient and wait for the flames to die out, then resume your attack.



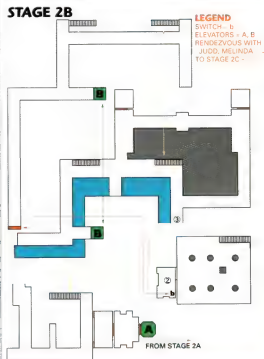
Eventually, with a little diligence and a lot of ammo, he'll go down for the count. Good job! While you didn't find the hostages, you and Maya are one step closer to unraveling this puzzle and completing your mission.

STAGE 2: SEWER

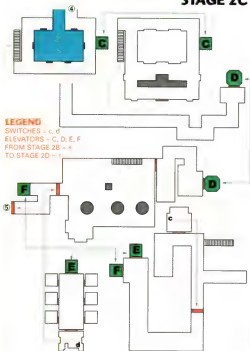
STAGE 2A



STAGE 2B



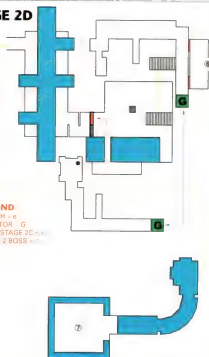
STAGE 2C



LEGEND

SWITCHES - C, D
ELEVATORS - C, D, E, F
FROM STAGE 2B -> C
TO STAGE 2D -> D

STAGE 2D



LEGEND

SWITCH - G
ELEVATOR - G
FROM STAGE 2C -> G
STAGE 2 BOSS -> H

PRIMARY OBJECTIVE:

LOCATE HOSTAGES

MISSION BRIEFING:

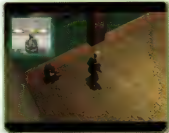
The plot thickens. Maya is able to hack into the mainframe and learn that the hostages are being held in holding cells somewhere in the sewers. Things are going to ramp up quite a bit down there, as the enemy, whoever they are, know you've been snooping around. You're going to need the combined strength and attributes of all of your team members if you want to successfully accomplish this mission.



First things first, did you stock up on ammo and health? After beating each level, you'll have the option to purchase new weapons, ammo and useful gadgets from the "Prepare" screen. See the Getting Started section on purchasing equipment for more details and strategies regarding this option.



Also, make sure you save your game before heading out. When all of this is done, choose the "Attack" option to move on to the next mission.



It looks like Melinda needs our help. Make sure Maya is set on "Follow" and cautiously move forward.



The first baddie's right around the corner. Fill him with lead. Another two are waiting at the ready around the corner at the end of the corridor. Take them all out then move on.



Trudge through the water/sewage (no wonder the guards are wearing protective hazard suits) until you come to this corner. Beyond are three to four more goons to shoot.



Behind that door to the left is another guard. If you take too long he will come out shooting. If you're fast enough, you can use the element of surprise to your advantage and get a jump on him.



Okay, the coast is temporarily clear. There is nothing in the room, so head down the corridor and to the right. Another goon will be waiting for you around the corner.



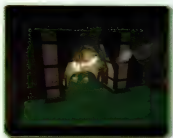
Follow the water-filled, curving corridor until you get to this opening. Stop short of going in and use your "Recon" command to send Maya in first. Why take some heat when she can draw the fire?



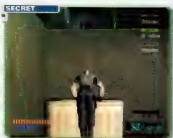
She will go in shooting, leaving you to head for the safety of the crate and supply back-up. When the smoke settles, head up the stairway to the next floor.



Take care of the baddie in the hallway to the right, then do in another on the other side of the door. Ignore the open crawspace up on the far wall; you'll be coming out of that in a moment.



The switch in this room opens a gateway so we can get further in the level. It also lets in some rather nasty guards, with whom you'll be dealing momentarily.



But first, turn to the right and head over to the two lockers against the wall. You can pull yourself up to them by pressing forward on your D-pad or left analog thumbstick and pressing L1. Repeat the process one more time to get into that crawspace.



It looks like we've hit the motherload: Two Fuel Canisters and a Spectra Flamethrower! It's a good thing you didn't lay down any well-earned points on that baddie.



Head around the crawspace and back down into the hallway. You'll find another guard waiting for you on the other side, and yet another one further down the hallway.



Okay, let's utilize Maya again. Point your targeting cursor to the end of the hallway (where you just shot that last guard) and send her down. She will go and engage the enemies you let in when you hit that switch.



It turns out one of those baddies has a Rocket Launcher and is not afraid to use it. With her drawing the fire you can concentrate on taking him out, as well as his two buddies.



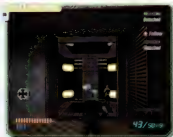
Make sure Maya is set to "Follow" and head back down the stairs and into the next area. There are quite a few guards to deal with in here, starting with one in the hallway and then another three around the corner to the right.



Down the next corridor is another group of guards. Maya will take the initiative and draw their fire. All you have to do is go in and clean up the leftovers.

X SQUAD

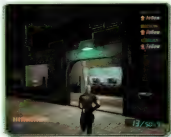
PRIMA'S OFFICIAL STRATEGY GUIDE



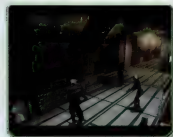
At the end of the large room you'll find a doorway leading to an elevator — take it! Up top you'll get your first checkpoint.



Just as you head for one of the two doors leading out, you'll encounter Judd and Melinda who are in the midst of a firefight. You can shoot from this window, or head on through with Maya in tow and lend a hand.



As soon as it's over, collect any rewards and head down the stairway to the floor below. There's an open room with a switch on the wall to the left. I suggest you activate it.



This releases a lock to the doorway back from where you just came from. Head back up the stairs, around the catwalk to the right, down toward the hallway at the end. Your teammates will take a moment to get down the gameplan.



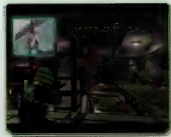
Melinda decides to stay back and cover the rear. You tell Judd to stay with her. For now, take Maya and follow the hall down to the end. Be cautious, there's a goon down below...



...and another to the left just behind the corner. Two down, a few hundred more to go.



Rely on Maya to flesh out the next few baddies. Just watch where she's firing to get a bead on them. From here, you can either take the elevator straight ahead down, or follow the catwalk to the left. Let's go left.



Use your strafe walk to keep yourself pointed straight ahead and you'll spy another enemy waiting for you way down at the end of the hallway. Maya will chime in with a confirmation. Shoot him dead.



Stay cautious and keep following the catwalk. Another enemy or two is waiting for you down below to the right — you know what to do. When you reach the end, head down the stairs to the left.



Straight ahead, along the right wall, is an opening. Take it and then strafe walk so you are facing to the right. You should get the jump on a guard down the hallway to the right.



Don't head down there yet. Instead, open up the large doors and fry the two goons waiting for you inside.



Okay, now head down that hallway. Stop and duck down behind this crate, as two more guards are going to come around the corner at the end. Pick 'em off!



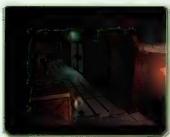
Follow the hallway all the way around until it leads back out into the main area. Stop short of heading out and hug the left wall. There are six more baddies waiting for you off to the left in the next room (five upstairs and one on the ground floor). You can either send Maya out or pick them off.



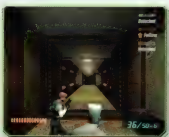
You might have to draw out three or four of them. Make sure to turn around and check up and behind you when you enter the room.



Collect the goods then take the elevator up to the floor above. Hang a left off of it and head for the hallway down and to the right.



Maya will give you the heads-up on another one of those gun cannons. The two of you firing from both sides should shred it to pieces in no time.



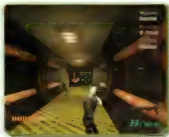
Head through the doors in here and down the next hallway. Around the corner to the right looks all clear, but I don't like the looks of it. Go out there and you'll be wide open.



I know! Let's send Maya down there to draw fire. Use the "Recon" command and slowly follow her down the hallway.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



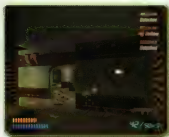
Aha! She draws out three goons, one of them is sporting a Rocket Launcher. Stay steady and shoot them down from your position.



As soon as you and Maya take care of the three at the end, quickly turn around and finish off the fourth, who thought he could surprise you from behind.



Head around the next few corners, taking care of the one enemy left in the area, and take the elevator up to the next level. A checkpoint awaits at the top.



Another enemy lies in wait around the corner. When he's done in, cautiously enter the next area. A guard will come rushing out of the door ahead.



Kill him (like I had to tell you) and then command Maya in to battle by using the "Attack" command.



You can stay back and shoot from the relative safety of the window, or take the more ambitious route and head into battle.



There is a Rocket Launching guard waiting for you on the second floor. Use extreme care and pick him off from the stairway instead of exposing yourself up top.



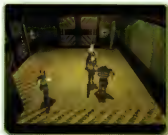
When all is clear, head up the stairs and through the doors on the right. Inside, behind the partition, are two clueless guards. Shoot the computer terminal to blow it up and catch them in the explosion. Finish off anyone still standing.



Another switch in here — throw it and release the lock for the door back outside.



Exit out and move straight ahead for the now open doorway. Melinda and Judd decide to join you two. Where were they when you really needed them?



The hallway ahead and around the corner is empty for the time being. When you get to the end, you'll have two choices: elevator #1 straight ahead and elevator #2 to the left. Since Melinda wants to head upstairs, we'll take elevator #1 (it goes up, I checked).



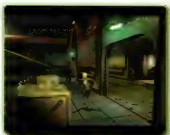
Melinda will check the cells up here for Dr. Noble and any hostages while leaving you to take out the wall cannons. If there were any hostages up here, it looks like they've been moved.



There is a switch down at the end of the corridor. Throw it (unlocking a door somewhere else) and then head back down to the others and elevator #2.



Be prepared to fire at the bottom of elevator #2. A guard lies in wait. Take him out and then take the hallway to the right (we've already been in the room straight ahead).



As soon as you enter this opening, your teammates go into action. Inside the next room are plenty of enemies. Cautiously head through either doorway and use one of the many crates as cover.



When the carnage is over, collect your goodies then head over to the lift on the left side of the room. Before heading up, order everyone to "Stay."



Now take the lift up and head into the control room. As soon as you do, a couple of guards enter the main room from the two doorways — right where you commanded your mates to stay. They can manage them, but you can lend a hand through the window if you like.



Don't forget to throw the switch (which opens a door down below), then head back down. Make sure everyone is set to "Follow" and then head down for that door.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



It looks like we're in the heart of the sewer. Jump into the watery goop, head across and up to the other side, and catch the guard just beyond this doorway by surprise.



You'll get another checkpoint once you clear the doorway. Around the corner and down the hallway is what looks like a conspicuously empty room. Sending your teammates ahead will be fruitless, because there's a boss in there waiting just for you. Don't disappoint him.



This nasty son-of-a-gun is packing a Grenade Launcher and he's got an unlimited supply of ammunition.



Like the last boss, you're going to want to set your teammates to "Attack". Make sure they are also on the "Assault" mode (versus "Stealth"). Quickly pause the game with the select button and implement your commands.



The best strategy for defeating him is to keep him locked in your sights and unleash a barrage of Machine Gun ammo toward him as he runs back and forth on the level above.



Use your strafe buttons to stay mobile and away from his projectiles, as they will explode after bouncing a few times and catch you in their blast radius if you're not careful.



Every once in awhile, a guard or two will come out of the doorways above and drop down in the middle of the action. One of your teammates will get to them most of the time, but it's a good idea to keep an eye on them, as they will target you as well.

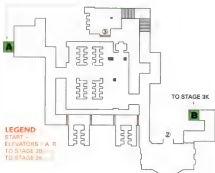


Don't stress if you don't make it the first time around. You are able to continue from the halfway point outside, thanks to the checkpoint, with all of your health and full shield in tow.



If you're diligent and persevering, Shorty will go down, leaving you one step closer to unraveling the mystery surrounding Project Medusa and the missing hostages.

STAGE 3A



LEGEND

START -
ELEVATORS - A, B
TO STAGE 3B -
TO STAGE 3A -

STAGE 3B

LEGEND

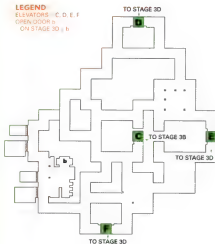
FROM STAGE 3A -
DOOR OPENED BY
SWITCH - ON STAGE 3A - a
ELEVATOR - c
ENERGY PACK -



STAGE 3C

LEGEND

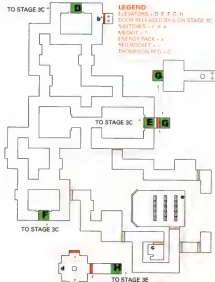
ELEVATORS - C, D, E, F
OPEN DOOR -
ON STAGE 3D - b



TO STAGE 3C -

LEGEND

ELEVATORS - D, E, F, G, H
DOOR RELEASED BY - ON STAGE 3C - a
GATES - 1, 2, 3, 4
MILIT -
ENERGY PACK -
WIL ROCKET -
THOMPSON RFG -



STAGE 3D

STAGE 3: GUARD STATION

STAGE 3E

LEGEND



STAGE 3F

LEGEND



STAGE 3G

LEGEND



STAGE 3H

LEGEND



STAGE 3I

LEGEND



STAGE 3K

LEGEND

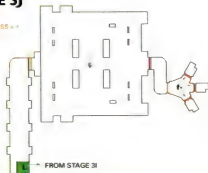
- FROM STAGE 3A - 1
- OPENS DOOR - 1
- ON STAGE 3B - 1
- ELEVATORS - B, M, N



STAGE 3J

LEGEND

- STAGE 3 BOSS - 1
- SWITCH - 1



PRIMARY OBJECTIVE:

RESCUE HOSTAGES

MISSION BRIEFING:

It looks like your team has differing opinions on how to get to the hostages. Ash settles it with his plan: start at the bottom floor and work your way up to the holding cells where Dr. Noble and the Colonel are most likely being held. It'll be up to Judd to establish the escape route. Good luck.



You start out in the garage. Other than a few cars, there's nothing to see here, so head through the doorway on the opposite end and down the stairs.



As you come down the second set, you'll spy a couple of cops?!! This smacks of conspiracy. Listen to what the lackeys have to say, then head into the room and let 'em have it!



Take the elevator here up to the office level. In the first room you'll spy a blocked door to the left and a hallway around the corner to the right. Cautiously peek around the corner and take out the policeman.



Head down the hallway and ignore the opening to the left. Instead, continue down, around the corner, and through this deceiving door.



The room is empty, but there is another doorway straight ahead...



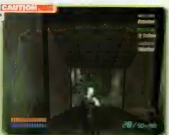
...which leads to another empty room and a door. As soon as you get near the doorway, Judd and Melinda will take the initiative and hold the rear leaving you and Maya to continue on with your search.



Head out of the doorway and take a left. There is nothing of interest in the large room to the left in the middle of the hallway, as it connects with the hall we were in earlier.



Continue heading down the hallway, around the corners and down the small sets of stairs. At the bottom, you'll come into another room with a glass window (which can be shot out for kicks) and another doorway.



Beyond the doorway waits a guard, with yet another two down the stairs to the left of him. Use extreme caution and shoot to kill.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



There is an empty room to the right through this door. It looks like some kind of medical experiments have been going on. Wonder what this is all about?



At the bottom of the stairs is a three-way intersection. You can either continue straight, to the right, or to the left. Start with straight ahead.



Around the two corners you spy a lift, with another hallway extending beyond, to the right of it. Head over the lift and into the next hallway.



If you strafe to the left a bit, you'll be able to see down the hallway and two guards at the end. Shoot them, shoot them dead.



That door to the left reveals another elevator, but don't go down it, you'll be coming back up this way in a few minutes.



Keep following the hallway until you wind up back at the bottom of the stairs and the intersection. You've just cleared out the straight and right hallways of enemies, so now head down the left.



Another guard is down at the end of the hallway beyond this corner. You can get the jump on him if you're quick.



Okay, two more choices: straight ahead through the door or head to the left. Take another left.



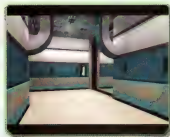
Another guard and another door. Go through the door and check out this huge warehouse. While exploring its confines, you'll check in with Melinda and Judd to see how they are holding up.



Take the catwalk along the middle of the warehouse all the way to the end and then ride the lift down to the next floor.



The lift will stop halfway between the water-filled ground floor and the catwalk. There is a door here, which leads to a small room with a switch against the far wall. Throw it.



This unlocks a door somewhere up on the office level. Hmmm...



After a quick communique with your teammates, you'll notice the lift has moved back up to the floor above and there is no switch to lower it back down. Time to take a dip. Carefully drop down the hole onto the cement floor below.



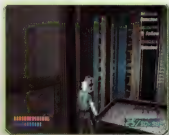
The only way out of here is through this small opening to the left. Head through and follow the winding hallway until you come to the elevator at the end.



You'll get a quick visual of Melinda and Judd in trouble, no time to waste! Call the elevator by hitting the switch and then ride it up to the floor.



Watch out! It looks like they knew you were coming. Two guards on the left and one on the right all have you in their sights. Hit the duck button and come up shooting.



Take a left off of the elevator and follow the hallway around to the elevator you revealed earlier. You can call it down by hitting the switch against the wall.



Take the elevator up and then follow the corridor around through the door at the end. You should now be in the same room with Judd and Melinda, who happen to be in the middle of a firefight.



Head for the safety of the boxes in the middle of the room and pick off the remaining guards. You'll have to flush out the one behind this crate.



When the dust has settled, take the stairs up and stop before heading down the hallway. It just looks too easy. Why not send in the team by using the "Recon" command to scout out the end of the hallway?



Aha! A group of guards planned a trap, but you flashed them out! Use the box for cover and help the team finish them off.



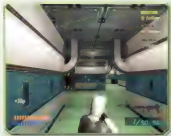
There might be a few more around the corner to the left. Make sure you get them all. Now that you can take a moment's rest, why not go retrieve that Energy Pack cleverly hidden behind the last set of cubicles in this room?



Nothing else useful here, so head through the open doorway (marked "A") on the right side of the hallway. This is the door we unlocked earlier when we threw the blue switch.



A couple more guards are waiting for you just around the corner. Peek out and pick them off, then peek around the corner to the right and take out the next two.



Before heading to the right, explore the left option. Another guard is waiting for you just around the corner. This room has a lot of locked doorways, so just move on.



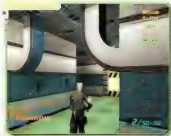
Follow the hallway around to the right and peek around this corner — another guard. Kill or be killed.



Whatever is beyond these radioactive doors can't be good. They don't open manually, so we'll have to get around them some other way. Keep following the hallway until you come to this intersection.



Ignore the two openings to the left and, instead, send your team into the large opening straight ahead (toward the red vending machines) by using the "Recon" command. It looks like there are quite a few guards to mow down in there.



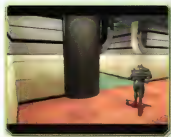
Help clean up, then head into the room, collect any items left behind by fallen guards, then take the right hallway toward another one of those radioactive doorways. You should receive a checkpoint here.



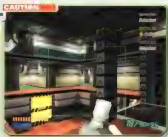
The room beyond (with the orange colored floor) has a group of guards, weapons at the ready, waiting for you on the floor above. Send in your team using the "Recon" command, then slowly head in and pick them off.



Okay, you've pretty much cleared the bottom floor, so head up the lift in this room to the next level.



Looks like Judd doesn't like the layout of the building — probably too many rooms (maybe he should lay off the pastries). He and Melinda decide to split off and take the hallway to the left.



Be very careful once you step off the lift, there are enemies lurking everywhere. The first is diagonally across the way to the right...



...while others will come from the hallways to the left and up above. Be careful and slowly pick them off while using the columns for cover.

X.SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



When all is relatively clear, you're going to need to secure this floor, room by room. Let's start with the second hallway on the left (the one right of where Judd and Melinda went down). You should be able to surprise the guard around the corner.



There's another one just beyond the next corner, in the room with the yellow floor, and yet another just further down. Shoot them both dead.



No need to head that way. Instead, watch for any more guards above, then head down the hallway around the corner to the right.



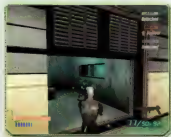
Stop before heading around the first corner and peek out to discover not one, not two, but three guards at the far end in the room to the right and one more tucked away around the corner in the room.



Throw the blue switch against the far wall (between the two computer terminals) which opens a doorway to a small, health-filled room somewhere else in the level. We need that!



There are two interrogation rooms on the left. The first is empty but, if you head inside and peek through the small window, you'll see the second is occupied by two guards. Kill them if that's your thing.



Continue on and you'll come to another set of doors to the left which lead to another two interrogation rooms. This time it's the first room that holds the enemies.



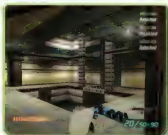
Keep heading down the hallway and cautiously around the corners (you'll encounter a few more guards). Take a right at this intersection, which leads out to the original room with the orange floor, where you came up.



Watch out for any enemies up on the floor above or down any open hallways, then head around the orange floor to the left, toward the elevator and the hallway in the back left corner.



Take the hallway and strafe to the left when you come to the open room and take out the guards on the floor above. Since the elevator in here is not retrievable and you can't head any further to the right (a wall blocks your progress), head to the left (past the glass wall).



Watch out for any more enemies on the floor you're on, as well as above, when you get to the next open room. Then take the elevator up to the next floor.



First things first, check your greed in place and forgo grabbing the exposed loot in the open doorway (which we opened earlier with the blue switch) and take out the guards down the hallways to the right and left.



Now you can retrieve those two Energy Packs. Ahhh, feel the power and protection they offer.



From the open room, head straight down the hallway (the one to the left of the elevator), killing any guards in your path, until you come to the next open area.



In this room, there's an elevator to the left (which only goes down), a doorway straight ahead and another hallway leading to the next open room to the right. We can only go right at the moment.



Watch out for any baddies and enter the next area (with the orange floor).



The first choice to the right will just lead you back to the room where you came up from. Instead, head around the orange floor to the next option and take a right down this corridor.

X5SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



This leads to another open room with a yellow floor. First thing you need to do is sneak up on the enemy who is just around the corner to the left. Okay, bye bye.



The left hallway just leads back to the orange floor room. Instead of going there for no reason, head through the door against the far wall for a checkpoint.



A trio of guards lie in wait for you around the corner to the left. Roll out and mow 'em down! There's a fourth hidden to the left inside the room.



Another doorway awaits your entry. Head through it with your guns blazing, as there is a guard on the other side and another around the corner to the right.



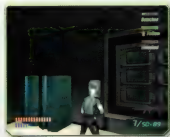
First head through the door to the right at the end of the hallway. Inside is a switch which opens and unlocks a door somewhere nearby.



Now head back out and down the next hallway. You'll have two choices at the end: a door straight ahead and a door to the right.



You want to go through the door straight ahead first, but use extreme caution, as just beyond it there are three guards facing you dead on and another hidden off to the left.



Collect your rewards and then hit the switch against the back wall to unlock and open another door.



Head out of the room and then through the next door, which leads to another door and, ultimately, a large room filled with computer banks. Ash will automatically command the team to regroup here.



A switch is here which opens a door behind an elevator somewhere else in the level. This is a clue to a very big secret.



Before taking the elevator in this room, head through the doorway (marked "C") where Judd and Melinda came through (the one to the left of the elevator) and follow the hallway back out into the area where you originally took the elevator up.



In this room, behind the elevator to the right, is that doorway (marked "D") we opened by pressing that switch. Inside is another elevator. Take it up!



Hey, you found a secret room! Besides a couple of crates in the corner, you'll find a Thompson RFG Rocket Launcher and two RFG Rockets! Nice.



Head back to the computer bank room (use your map if you get lost) and take the elevator up to the next level.



We have four choices up here: The door straight ahead leads to a dead end room with nothing notable in it.



The door directly behind leads to another seemingly empty room. This room is at least six stories tall, but the elevator is all the way up and can't be called down.



The room to the right is similar to the last room, except the elevator is sitting one floor up, but still can't be called down to the bottom floor.

X-SQUAD

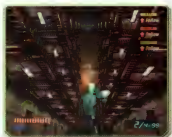
PRIMA'S OFFICIAL STRATEGY GUIDE



The last room to the left is the ticket, but there are some very deadly enemies waiting for you beyond the doorway. Be careful and use the corner for cover if necessary after you've opened the door.



After taking out the initial three goons, stay outside of the room and send in the troops by using the "Recon" command. There are a couple of deadly Grenade-launching baddies way up above.



Go ahead and equip your Rocket Launcher and, while your team is acting as decoy, send a deadly greeting card to the enemies above.



Make sure everyone is set back to "Follow" and then take the elevator at the end of the room up. Be sure to face toward the opposite end of the room as you are heading up, as there are a few more enemies at the top.



It looks like you're getting close to the hostages, as Ash has found the cells. Head along the catwalk to the end of the room (be careful not to fall off) and take the hallway on the right. Watch out for the three guards at the corner.



When you come out at the other end, you'll find yourself in that second, open room with the elevator waiting for you at the top. Take it down and it will stop on the second floor.



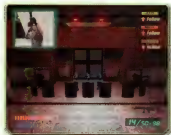
Take the right catwalk (the left is a dead end) and head through the door to the right at the end. This hallway leads to the third room, with the elevator waiting for you on the second floor.



Take the elevator up, but make sure you are facing toward the opposite end of the room. There are two Rocket-launching guards up at the top shooting at you. Strafe back and forth and take them down.



One last elevator is waiting for you at the end of the room. Take it up and you'll find yourself in a long, cell-lined room with a door at the end to the right. You'll get a checkpoint when you approach the door.



As soon as you open the door, you'll know you're in trouble. There are three hotspots — straight ahead, to the right and to the left. Each of them have floor-mounted gun cannons and shielded enemies behind them.



Hit the select button to pause the game and then select the command option. Change the status to "Assault" and then command everyone to "Spread."



The next thing you should do is systematically take out each of the three enemy-infested areas. Start with the right side, using your Machine Gun and this wall for cover.



Make sure you stick around for awhile, as a new set of enemies will drop down from the floor above every time you wipe out the set before. Eventually they will stop.



When the right side is clear, head over to the left and find a corner or wall to use for cover. Repeat the process.



Make sure you keep an eye and ear out for your comrades as they will take some damage during this heavy firefight for sure.



When the left side is clear, stay against the left wall and head for the back corner of the room. Your last stand will be here. Take out the middle and final blockade.



When all is said and done, the doorway beyond will automatically open. Hallelujah!

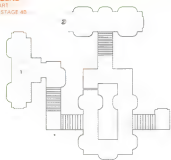


Set everybody to "Follow" and head through the doorway into the next room beyond. You'll find a switch here. Activate it and you'll find your friend, the Colonel, and Dr. Noble in their cells. Level complete!

STAGE 4: ABANDONED TRAMWAY

STAGE 4A

LEGEND
START
TO STAGE 4B



STAGE 4B

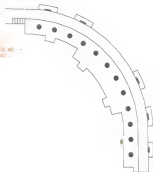
LEGEND
1. Elevator - A
FROM STAGE 4A -
TO STAGE 4C -



STAGE 4C

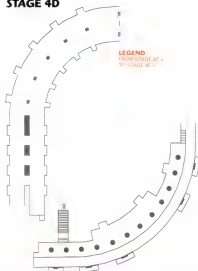


LEGEND
1. Elevator - A
FROM STAGE 4B -
TO STAGE 4D -



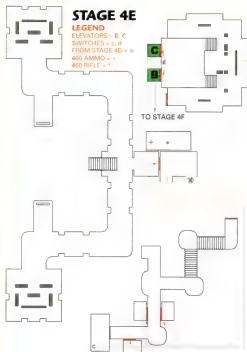
STAGE 4D

LEGEND
FROM STAGE 4C -
TO STAGE 4E -



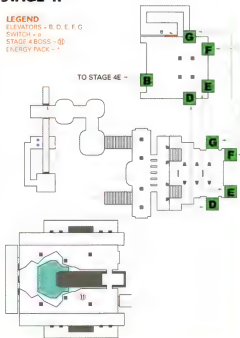
STAGE 4E

LEGEND
ELEVATORS = B, C
SWITCHES = c, d
FROM STAGE 4D = x
450 AMMO = +
450 RIFLE = *



STAGE 4F

LEGEND
ELEVATORS = B, D, E, F, G
SWITCH = a
STAGE 4 BOSS = 
ENERGY PACK = +



PRIMARY OBJECTIVE:

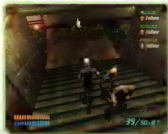
ESCORT DR. NOBLE TO LAB

MISSION BRIEFING:

Now that the Colonel and Dr. Noble have been freed, you and your team are going to have to figure out who is behind this mess and what they are up to. It obviously has something to do with Project Medusa, but even Dr. Noble is unsure what and why. In order to go any further with the investigation, you are going to need to escort her, along with the Colonel, back to her lab.



This mission requires you to keep a constant eye on the good Dr. and the Colonel. While the Colonel is armed, Dr. Noble is weaponless. Don't let her out of your sights.



Okay, head out of the first area through the turnstiles and down the two sets of stairs. Since the hallway to the left is blocked, you can take the one to the right.



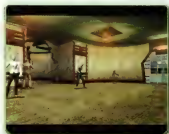
Around the second corner is your first guard. Shoot him, then use your "Recon" command to send out the team to flesh out the next two guards, as well as the two to the right, up the stairs.



Up those stairs is a dead end, so head straight down the hallway and then down the stairs to the right.



Two more guards are ready and waiting at the bottom of the stairs to the left in the next room. Roll into the room and use this column for cover.



Head through the doorway marked "Elevator Hall" and then to the right. The left option is a dead end at this point. When you get into the next room, Ash will order the team to split up, leaving Melinda and the Colonel to guard the Doc.



That leaves you and Maya. Take the only door that will open on the left (marked "Do Not Enter") and then get ready for some heated fire exchange. There are multiple enemies in this room, so pick them off and use a corner for protection.



As you head down the room, a guard will blast through a wall with a rocket. Use the corner of the opening as cover and quickly peek out and shoot him before he shoots you.



It looks like he was protecting some booty — two Energy Packs! Grab 'em and move on.



Head down the stairs and then the hallway. There is another guard around the corner to the left...



...and a whole lot more just beyond. As soon as you come to this corner, head for protection! The doors to the beyond will open up to reveal a group of guards.



Clear them out, collect any items left behind and then hit the switch here against the wall to the left. This opens up a doorway leading to an elevator back in the "Elevator Hall."



Follow the hallway to the right, which will wind around and up, then back to the "Elevator Hall" and your waiting team members. Take the now accessible elevator down.



You'll find multiple doorways here, all locked, blocked or just plain un-openable. The only option is straight ahead, with stairs leading further down into the Tramway. Use the "Recon" command to send Melinda and Maya all of the way down to check it out first.



They will uncover a sentry at the bottom. Help them out if they need it, then get ready for some chaos to ensue. As you come to the corner here, you'll be attacked by a few guards to the right, as well as a Rocket-launching goon straight ahead.



The room the goon was in has a yellow switch in it. Throw it to open a door close by.



Now head out of the room and down the hallway. Take a right at the end and you'll find Maya and Dr. Noble, who held back when the shooting started. To the right is the door you just opened — take it.



Everyone is a little spooked — rightly so. If you just strafe out a bit to the right, you'll set off an ambush. Use the column for cover and, with the aid of your team, take the enemy down.



Use the "Recon" command to send your teammates forward and then slowly follow them. There should be a few lingering sentries here, including one on the tracks to the right and another Rocket-launching guard straight ahead.



Repeat the process, up the next set of tracks, to flesh out a few more guards. Stay as far back as possible to avoid the Rockets.



Cautiously follow the tracks as they curve around to the left. You can either continue to send out your team to draw out the enemy, or move from column-to-column until they attack.



At the bottom of the tracks, first neutralize the immediate threat, then head up the small stairs on the right and equip your Rocket Launcher. Multiple enemies will start launching their own attack way down at the other end. Send a few Rockets their way.



When they are gone, re-equip your Machine Gun, collect any and all goods, and then head through the "Do Not Enter" door at the end.



At the bottom of the stairs is a locked doorway. You and Maya will take the initiative to find the switch to unlock it. Start with the door to the left marked "Control Room."



Two sets of stairs to go down puts you into the bowels of the Tramway station. You don't even want to know what the brown liquid is on the ground. Take a left at the first intersection.



The doors won't open in the first hallway, and neither will the one around the corner to the right. The final choice, another doorway marked "Control Room," does open and reveals a switch.



Throwing it opens a door somewhere else. Stay frosty as you exit the room; the door that was once closed and locked to the right is now open and you can bet there's an enemy waiting inside.



As you round the corner, Melinda will contact you with bad news: they've gotten ahold of Dr. Noble. It looks like you can't leave them alone for even a second. The other two locked doors are open with enemies spilling out of them.



Head back up and you'll find Melinda and the Colonel minus the Doctor. You need to find her and find her quick.



But, before you do, head into the blasted opening straight ahead and grab the booty — an HD-450 Sniper Rifle and some 460 Magnum ammo. Yeehaw!



You can either exit out back the way you came or through the doorway in the room. Through the next doorway (marked "C"), you'll receive a checkpoint.



It looks like you have three choices: right, left or down the stairs in the center. Head to the right first. Around the corner you'll encounter another enemy...



...and some more just beyond in the room to the right. Use the columns against the wall for cover if needed.



Before heading into the room to the right, let's try out some stuff, just for kicks. To start, you can shoot the glass in the ceiling above...



...and you can also head into the small alcove on the left, equip your Sniper Rifle, and then aim down into the grating on the floor.



Below is a floor cannon. By pressing down on the right analog thumbstick, you will automatically look through your "scope." You can zoom in by pressing forward on your left thumbstick. Shoot the gun cannon a few times to destroy it.

X.SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Duck down and crouch-walk into the large room across the way. As you do so, a Rocket-launching guard will shoot through the back wall and instantly target you. Use the file cabinets for cover and quickly shoot him after he launches a projectile.



Collect any goodies here and then head back around to the intersection. This time head to the left side. Around the corner are a couple more guards, one who is launching Grenades. Stay back and shoot them from safety.



Another set of guards are waiting in the next room around to the left. Take care of them and then head into the alcove on the right. Here you can repeat the same process with your Sniper Rifle in order to take out the gun cannon below.



Same drill as before. Crouch-walk into the room across the way, use the file cabinets for safety and stand up and shoot the guard after he lets off a Rocket.



Now it's time to take the stairs down back at the intersection. At the bottom is another intersection — both ways lead into an enemy-infested room.



Your best bet is to send in the troops by either selecting the "Recon" command or the "Attack" command (which will be available if your teammates have already found the enemies).



You can then use the dividing wall to your advantage and strafe back and forth while targeting the enemy. Watch out for exploding Grenades and Rockets.



Collect any items left lying around and then press the yellow switch against the far wall. Be ready, as the elevator coming down on the right has an enemy in it.



The elevator to the right seems to be malfunctioning, so we can only take the one on the left. Make sure everyone is with you and then head up.



Be ready for an attack up top; three guards are ready and waiting with guns pointed. Once the dust settles, take a good look at this daunting room. It looks like there are four lifts here.



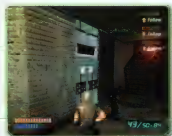
Right now, the only one that we can use is to the right. As soon as you hit the switch, turn around, as there are two guards targeting you from their own elevator across the way.



At the top, you'll find even more enemies waiting for you. Quickly run for cover, using the small wall in the middle of the room, and take them out.



Head up the small stairs and into the next area. There are two different routes here: one leads up to the right and another down to the left. Let's start with the right.



Head up and around the corner. It might look like a dead end down here, but you can actually go through this small, obscure doorway to the left.



Beyond the door at the end is a floor-mounted cannon. Equip the Rocket Launcher, then open the door. Lock on and quickly take it out, then turn around and take out the other that was behind the locked door in the hallway outside.



Climb up onto the stack of crates once you've taken care of the cannons and then lift Ash up into the crawlspace above. Around the corner are two Energy Packs. Grab 'em and drop down back into the narrow hallway.



Head back down and around to the second choice. Down this set of stairs is Dr. Noble and her captors: five very mean and nasty bosses.



As soon as you enter the room and are in control of Ash, hit the select button to pause the game. Set the commands to "Assault" and "Spread," then get ready to take them on.



These goons have a variety of weapons. The one to the immediate left and the one directly behind and above have Machine Guns. The one beyond, back and to the right has a Flamethrower, the one farther back and to the right has a Rocket Launcher, and the final one to the right of the entrance has a Riot Gun.



First equip your Rocket Launcher and focus on the two in your immediate vicinity. You should be able to at least take out one of them before you run out of ammo.



Next, equip your Machine Gun and go to work on the leftovers. Stay back and use the column for cover.



Make sure you keep yourself and the Flamethrower a good distance from each other. Catching on fire will leave you susceptible to attacks from the other enemies.



Watch your teammates' health bars, as they are sure to take some damage during the fight. If they become badly injured or even disabled, hit the select button to pause the game and "Assign" them Med Kits and Energy Packs if you have extra.



Now for the Rocket Launcher. Head for this column and use the strafe buttons to avoid his fire while giving him a barrage of your own.



As soon as he's down, head for the Riot Gunner. He's the most difficult of them all, as he will hide behind a column and, as soon as he's exposed, will send gunshot your way.

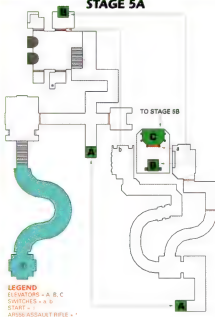


Find this crate for cover and give the "Attack" command while your targeting cursor is in the general direction of the enemy.



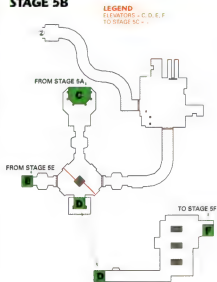
With your teammates working together, you should be able to concentrate on him, strafing back and forth while locked on to him, and bring him down.

STAGE 5A



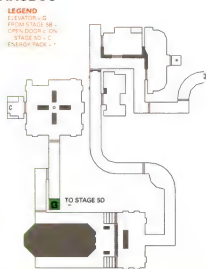
LEGEND
ELEVATORS = A, B, C
SWITCHES = a, b
START = 1
ARMS& ASSAULT RIFLE = 2

STAGE 5B



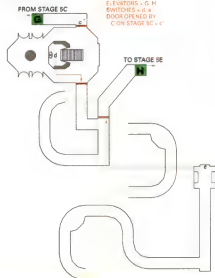
LEGEND
ELEVATORS = C, D, E, F
TO STAGE 5C = .

STAGE 5C



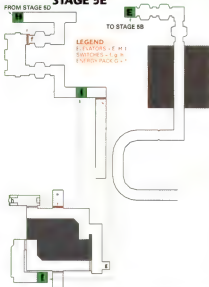
LEGEND
ELEVATOR = G
FROM STAGE 58 =
DIFF. DOOR = D
STAGE 50 = C
ENERGY PACK = *

STAGE 5D



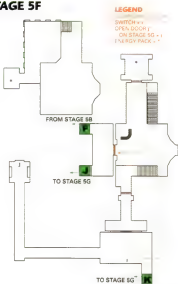
LEGEND
ELEVATORS = G, H
SWITCHES = d, e
DOOR OPENED BY
C ON STAGE SC = c

STAGE 5E

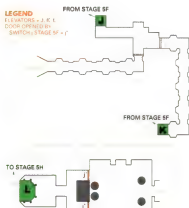


STAGE 5: LABORATORY

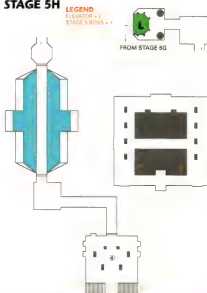
STAGE 5F



STAGE 5G



STAGE 5H



PRIMARY OBJECTIVE:

OBTAIN PROJECT MEDUSA DATA

MISSION BRIEFING:

The plot thickens. It turns out that Dr. Noble doesn't have the answers needed to reveal the details surrounding Project Medusa, other than it is centered around Nano technology. You and your team are going to have to go deeper into the laboratory facilities to gather more information. Judd is going to sit this one out and scout ahead while you and your comrades scour the lab for answers.



Follow the green goo-filled corridor as it twists and turns until you come into this blue-lined, open room.



There is only one door that will open here — the one to the right glowing pink. Open it, and you'll surprise a guard. You'll be close enough to give him such a kick. Follow it up with a round of Machine Gun fire.



Take out the wall-mounted gun cannon high up against the far wall and then head down the blue-lined hallway to the intersection. The room straight ahead past the door has two guards and nothing else.



To the right is an elevator that will take you down to a green-lined hallway. Be cautious, there is an unsuspecting guard around the second corner.



You have two choices from this small room. Take the first hallway, straight ahead.



Follow the corridor all the way until it ends in this room with a viewing window on the right and a pink switch against the far wall. Throw the switch — you have no time for sightseeing.



As soon as the switch is thrown, a group of enemies will come pouring into the room behind you. Execute a quick turn-around and then spray your Machine Gun fire their way.



There are even more enemies across the way through the viewing window. This is the perfect time to break out the Sniper Rifle and methodically take them out through the window one by one.



Head back the way you came, but stop when you come out of the switch room. Why not send Melinda down to scout out the hallway? The enemies know you're here and we don't need to take any chances. Use the "Recon" command and choose "Melinda."

X5 SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



She will find two guards at the end of the hallway. Join her in the fight. Collect any goodies left behind and head back to the small room where you chose the straight path.



This time take the other path around until you come to the next doorway. Use extreme caution and duck down before opening it, as there are two guards waiting on the other side.



You should find yourself directly opposite from the first switch room, where you sniped the enemies. Collect their ammo and throw the switch against the wall.



Retrace your steps back to the elevator from where you came down and ride it back up to the blue-lined level above.



This time follow the hallway straight ahead from the elevator, around a series of corners, which leads to an open area at the end. There is a guard waiting for you around the last corner.



There are a few more guards here, so use extreme caution. Down the stairs is a room with four doors. The first one on the right is open and has an elevator in it.



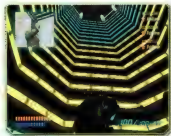
Before heading in there and taking the elevator down, you should check out the other doors, starting with the one on the left. Hey! There's a definite goody in here — an AR-556 Assault Rifle. If your weightload is too heavy, assign one of your other weapons to Melinda or Judd.



Equip the Assault Rifle and then move on. The second door on the left and the one across from it on the right reveal empty rooms.



Take the elevator down in the last room and you'll find yourself in the room between the two viewing window/switch rooms. There's another elevator here, which you unlocked earlier.



Ride this elevator up to the top floor. Along the way, the Colonel will chime in with a few words of wisdom.



At the top, you'll come to an intersection where you'll be involuntarily separated from Melinda and the Colonel — you'll have to meet up with them later. Since you can't go to the right, head left through the only door.



Follow the next hallway around and peek around this corner. There is one guard at the end — no problem for you!



This next room beyond the door is danger-filled, since there is really no place to take cover. Stay inside the doorway and first take aim for the goon on the right...



...and then at the one straight ahead. Now head in and aim to the left, there will be three more guards coming through that door momentarily.



This is some sort of barracks room with a large table in the middle of it. The two quarters that are open are now empty, and the other doors won't budge. So head through the open doorway to the left.



Follow the curvy corridor around, strafing the corners as you do so, until you come to the next doorway. There are a total of three guards standing between you and it.



Head through it and you'll find another doorway. Just beyond this one, around the corner to the right, are three more guards. Roll in and shoot them dead.



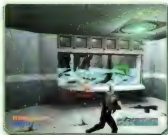
Things are just about to get interesting. Immediately around the next corner are three guards and, just beyond at the end of the hallway, is a Rocket-launching son-of-a-gun. Don't even try and start something with them — there's a better plan.

X-SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



First, head directly into the doorway on the right, just before the corner.



Stay away from the left wall and quickly make your way to the back of the room. There is a window on the left wall near the end, and you should be able to take out a few baddies in the room beyond.



Now lift Ash up onto the console in front of the window and then through the window and into the next room.



Head directly for the doorway at the end of this room. On the other side, you should be able to get the jump on the Rocket Launcher and a floor-mounted gun cannon. Use the strafe button to move around the cannon so it can't get a bead on you.



Now just head around the corner and finish off any one who is left. You should be able to use the element of surprise on all of them.



Before we head anywhere else, backtrack to the first room (the door at the end of the hallway) and then into the doorway along the back wall. There is a small room here with an Energy Pack inside. You need that!



Okay, the only way left to go down here is through the doorway at the end of the hallway on the left-hand side. As soon as you're through it, Maya will alert you to two guards coming out of the room to the left. Catch them as they come out.



There is nothing useful in the room itself, so continue down the hallway and take out the two guards around the corners.



You should end up at the top of this staircase. At the bottom is another Rocket Launcher-toting bad guy. If you stay back far enough, you should be able to equip the Sniper Rifle and get him in your sights without him being able to get a bead on you.



Re-equip your Assault Rifle; this is just the beginning! Around the corner to the right is a room filled with enemies. Your best bet is the crate in front of the doorway. For cover, head there and first take out the enemies to the left...



...then you can concentrate on the ones to the right, including a few which will come through the doorway in the far right corner.



Watch out for this last one, who is hiding behind the command console. He's a nasty little buggler!



Head through the doorway on the right and you should be in some kind of huge room overlooking a large nuclear contraption. Follow the catwalk along the right to the door.



Head through the next set of doors and you'll come to an intersection. To the right is an elevator, and to the left is another doorway. Head left first.



Inside is one lone enemy, hardly worth your trouble. Take him out and you'll find he was guarding a doorway leading to a room with a switch.



Before heading into said room, you might want to first take out the wall-mounted gun cannon in the far right-hand corner, then the hidden one against the immediate right-hand corner.



Throw the switch (which opens a lock somewhere else on the level) and head back the way you came and down to the elevator at the end of the hallway.



As you descend, quickly turn around and face the opposite way from the elevator switch. There are two guards at the ready on the floor below and they won't wait for you to shoot first.

X-SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Before heading down to the end of the hallway, duck and crouch-walk under the window to the right. In the room beyond are three more guards and you should be relatively safe as long as you are ducking. Stand up and shoot when you think it's safe.



Head into the open doorway (marked "C") on the right and into the large room with the nuclear contraption. There is a switch at the base of it up the stairs; go up and throw it.



Instead of activating the thing, it opens the door (marked "D") below, on the left side of the room. Were you expecting something else to happen? Head through it and around down the hallway.



The first door you come to is locked, so keep moving down the hallway. You will start to head up and around. Keep following the path, strafing around the corners, and killing any guards you come across in the process.



Eventually, at the top, you'll come to a room with a switch against the wall. Throw it and it opens and unlocks that door all the way back down at the end. Sheesh!



At the bottom, before the last corner, send Mays out using the "Recon" command. She'll uncover a Rocket-launching guard at the end of the hallway, a Grenade-launching one just beyond him to the right, and a regular one just beyond him. Use caution and help her out.



You're going to need to call the elevator down at the end of the hallway by pressing the switch against the left wall. Ride that bad boy up to the next level.



At the end of the hallway are two more guards. Send Mays in, once again, using the "Recon" command, then follow her into battle.



At the end of the next hallway is a switch that opens the door right next to it. Inside is an empty room. Follow it around to the next hallway.



A few more guards are waiting around the corner. You should be able to shoot them before they can do the same to you. Take out the middle one by shooting through the glass.



That door at the end is locked and there is no switch in the immediate vicinity to unlock it. There is, however, an elevator call switch here, which not only brings down the elevator, but two guards with it.



Take the elevator up then follow the hallway to the door at the end. As you head through the door, you'll run into Melinda and the Colonel down below. You'll meet up with them soon enough.



Two choices here: The first door reveals nothing. The second shows a switch, a hallway and an enemy at the end. Go to it.



After killing the bad guy and throwing the switch, head through the door at the end on the left and take out the next guard, way down at the end of the next hallway.



The next door is locked, but the following one is wide open. Inside you'll find another switch, which unlocks the door right back outside.



Inside the room is a very nice item — an Energy Pack G. Grab it, then head back the way you came — all the way to the elevator at the end.



Ride it down and you'll find the doorway to the left (marked "F") that was once locked is now open, leading to an orange-lined hallway.

X-SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Follow the orange-lined hallway to the first corner. Just around it is an enemy. Get the jump on him quickly, as he is packing a Riot Gun.



Head up and around the hallway and across the catwalk suspended in the middle of the open room. Around the corner is another elevator which will take you down to the lower level.



As soon as you head through the door, three guards will have you in their sights. You are now on the other side of the force field where you were separated from Melinda and the Colonel. Take the elevator here down.



You are in another orange-lined hallway. Follow it into this room filled with computer banks. There's nothing interesting in here, so call the next elevator at the back of the room and then ride it up.



In this next area, you'll find a locked door on the left and yet another elevator on the right end of the room. Take this one down. At the bottom you'll meet up with your other team members and receive a checkpoint.



You're going to eventually want to take the right path but, at this point, you need to go straight through the door ahead. Watch out for the goon beyond it and the next two around the corner.



There's one more that will come running from around the corner way down at the end of the corridor; he's packing a Rocket Launcher. Get him quick!



You'll have to call down the elevator at the end. Ride it up and head into the next room. Way down the hallway around the next corner are a few enemies. Any weapon will do, but it might be fun and satisfying to send a Rocket their way.



Throw the switch against the wall and then head down the hallway where you just blew the smithereens out of those enemies. Save the two doors to the right for later.



Don't go all the way down to the end. Instead, send out the troops by issuing the "Recon" command to see what's around the corner. They discover some heavy resistance.



There's an enemy using a shield to block your fire. You can stay with the heavy artillery or use your Sniper Rifle to get an exact shot. It's up to you.



Make sure you're careful when you approach the room, as one or two more guards might be hiding around the corners. Throw the switch when the coast is clear to open two more doors somewhere else.



Head back the way you came and now choose either door to the left (in the open, orange-lined room where you threw the switch). Down the ramp and in the room beyond are some baddies sending bullets your way. Kill clean.



First things first — make sure you've killed all of them. There might be a guard left up the stairs. Now, take those stairs and collect your prize in the room in the back, an Energy Pack.



Another prize awaits back downstairs and through the far door in the back of the room — another Energy Pack.



Head through the unlocked door (marked "E") in the corner of the room and, while it looks like you have a few more paths to choose from, the elevator on the right isn't working. So that leaves the one on the left. Ride it down.



You're back in the room where you met up with Melinda and the Colonel a few minutes ago. Since we've already been down the path straight ahead, take the right one and head through the door.

X-SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



The room way down at the end just looks too peaceful from down the hallway. Send in the troops first using the "Recon" command and let them draw out the numerous enemies.



Follow behind them and head for cover once inside. There are many enemies in here and they are heavily armed. Keep your concentration and pick them off as quickly as possible.



Collect the leftovers and then head through either door against the back wall. They both meet up right away at this room with the large elevator in it. Take it down.



Along the way, Melinda will ask some very important questions, such as where the Colonel's involvement comes in. Be at the ready when you get to the bottom; four more guards will come into the room.



There are four more around the corner in various positions. One is carrying a Flamethrower. When they are done in, open the next door and be ready to strafe to one side while shooting, as there's a Rocket-launching enemy way down at the end of the corridor.



Head down the catwalk in the water-filled room and around the corner. Get ready for a fight as you head for this door. You are about to encounter the end of the level enemies, and they are tough.



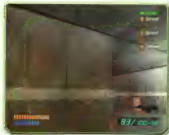
Quickly pause the game with the select button, change the command status from "Stealth" to "Assault," and then command all to "Spread." Also make sure you have your Assault Rifle equipped and that your Energy level is maxed out.



Here's the plan: Run like hell! You need to get up the right set of stairs in the back of the room as quickly as possible. Start shooting immediately and run for the staircase. You can either head straight down the middle or strafe around to the right.



There are a total of four enemies in this room, each with a powerful weapon. As soon as the action starts, they will all be targeting you. Unfortunately, there's no safe spot and you're going to take some hits.



As soon as you're up the stairs, take an immediate right around the corner and stay behind this large dividing wall. Hug the back wall and don't get too close to it, as the blast from one of the enemies' Rocket Launchers can still get you.



From here, you can strafe out to the right while still hugging the back wall and target at least two of the baddies as they make their way up the stairs. Run to the right and back of the room.



Stay back here and head for cover any time you need to reload. If an enemy does come around the corner into your area, strafe back and forth and concentrate on whittling his health down.



Your teammates may be able to take out one or two of the enemies themselves. Make sure they are equipped with any of the high-powered weapons and ammo you're not using.



Watch out for the Rocket-launching boss; he will stay down at the end of the hall and fire constantly. Make sure you're constantly moving and strafing back and forth. A moving target is much harder to hit than a stationary one.



If you do die (which is very possible), don't worry too much, as the checkpoint was just before you walked into this room. You will be able to try again with all of your health and ammo intact.



Stay focused and aware of the enemies in your area. Don't get a false sense of security if no one is up here at any given moment, as they will eventually come up the stairs. Watch your health at all times and replenish it and your shield when you're low.



Eventually, they will all go down, leaving you and your weary teammates victorious. You're one step closer to reaching your ultimate goal!

STAGE 6: RECREATION AREA

STAGE 6A

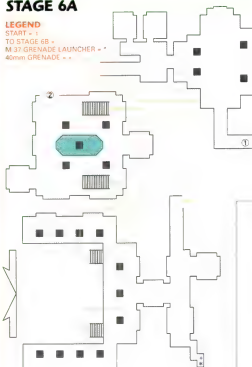
LEGEND

START = 1

TO STAGE 6B =

M 37 GRENADE LAUNCHER =

40mm GRENADE =



STAGE 6B

LEGEND

FROM STAGE 6A = 1

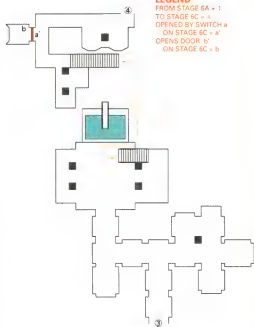
TO STAGE 6C = 4

OPENED BY SWITCH a

ON STAGE 6C = a'

OPENS DOOR b'

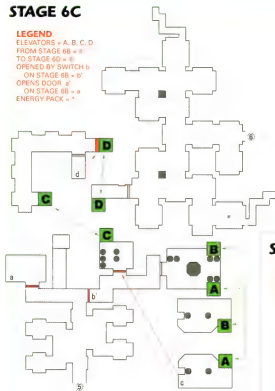
ON STAGE 6C = b



STAGE 6C

LEGEND

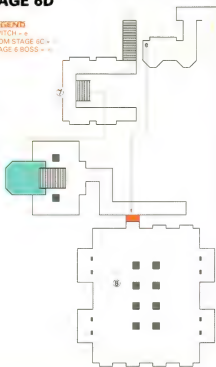
ELEVATORS = A, B, C, D
 FROM STAGE 6B = e
 TO STAGE 6D = e
 OPENED BY SWITCH b
 ON STAGE 6B = b'
 OPENS DOOR a
 ON STAGE 6B = a
 ENERGY PACK = *



STAGE 6D

LEGEND

SWITCH = e
 FROM STAGE 6C = e
 STAGE 6 BOSS = e



PRIMARY OBJECTIVE:

LOCATE TERRORIST HEADQUARTERS

MISSION BRIEFING:

Thanks to Judd's reconnaissance, you and your teammates know there is a large group of terrorists somewhere in the immediate vicinity. Instead of letting them bring the fight to you, you are going to bring it to them — big time! Make sure you're stocked up on ammo, Energy Packs and Health then head on out.



Things are going to get heavy real fast! As soon as you round the first corner, take cover behind a crate, as there are many enemies — both to the left and right — that need to be taken out.



As usual, Judd and Melinda decide to stay back and let you and Maya do all of the work. As you head left into the next area, you'll find yourself in some kind of underground mall.



The first room to the right is a men's bathroom. You can blow up the stalls and watch the water shoot out for kicks — if that's your thing.



The second room on the right is another bathroom, and this one has a thug inside. Catch him with his pants down.



Head down the first set of stairs, then send Maya down the second and into the next area using the "Recon" command. She will alert you to the guards in hiding down there. What are you waiting for? Help her out!



There is a floor-mounted gun cannon in the room to the left and a few more guards around the corner in the hallway down and to the right.



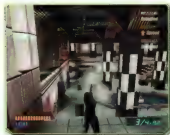
Before doing anything else, head straight into the open room with the red counters and then into the small room at the back. Inside you'll find an M-37 Grenade Launcher and some ammo. Bonus!



Head out cautiously toward the next room. Inside is a guard on each side to the right and left...



...a few more diagonally off to the right and left...



...and a whole mess down below. Stay up top, equip your Rocket Launcher for these boys and send an explosive care package their way.



When the area has been cleared, head down the stairs and into the hallway on the right side of the room. As soon as you come to the intersection, you'll be ambushed by enemies on all sides.



Head for the safety of this crate, take out the goons to the left of you first, then the ones who might be coming at you from the room you just came from.



Lastly, turn your attention toward the enemies at the end of the hall. As soon as it's relatively quiet, head down toward the opposite way (the right side is a dead end) and hug the left wall.



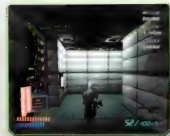
Get ready for another ambush, starting with the goon behind the open window to the left...



...and then the rest of them way down the hallway to the right. Maya will alert you to the "heat from above." Use this crate for protection and pick off your targets. Watch out for the Flamethrower to the left and the Grenade tosser up above.



When it's all clear, head up the staircase at the back of the room. As soon as you're up at the top, turn around and get ready to target the goon who might still be hiding behind the column, then take out who's coming from the hall to the left.



Enter the hall to the left and head around the corner to where you just shot the enemy behind the column. The door you just passed is locked. Get ready for some more action around the corner.



Around the corner to the left are plenty more guards, including a few way down at the end, one or two to the left and a floor-mounted gun cannon on the right. Don't discriminate, take them all out.

X-5 SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



The small areas to the right and left are empty so we need to head straight back toward the locked door on the right. There's another floor-mounted gun cannon around the corner to the left.



Strafe so you're facing the opening in the middle of the hallway as you go by. There's a Grenade-launching baddie up at the top of the stairs here. Keep moving and spray some bullets his way.



At the end of the hallway on the right is a door, which will open up to reveal some kind of security office. Let the guard in there have it with a burst of fire then hit the switch against the wall.



It looks like there are guards ready and waiting at the door ("A") you just opened. Don't disappoint them. Head all the way back to the area where you came up the stairs and head for the cover of this column.



Once you've taken care of the Rocket-launching goon and his companion, head into the now open room and throw the switch to unlock and open door "B."



Okay, now back to the area we just came from and into the now-opened door ("B"). Beware of the two enemies who lie in wait just beyond.



The door to the left ("C") is currently locked, but you can open the one at the end of the hallway. Inside, you'll find a few more guards who know you're coming, including one who has a Grenade Launcher above. You know what to do.



There are two elevators at the back of this furnace room. Take the one on the right up and turn toward the left side in order to take out the goons across the way.



There's also an enemy up here in this area. Take him out as well, then throw the switch to unlock door "C" back out in the hallway. Why are there always enemies inside these rooms?



Be ready for them outside in the hallway, then head in through the door ("C") and take your much needed checkpoint. There's an elevator at the back of the room.



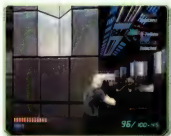
Ride the elevator down and follow the corridor around until it ends at two doors. Door "D," straight ahead, is locked, so take the other door to the right and be ready for the enemy on the other side.



Throw the switch in here to unlock door "D" which is back outside. It opens to reveal an elevator you should take up to the next level.



You should be able to get the jump on the guard with his back to you on the other side of the door if you crouch-walk up to it. Once he's done in, quickly retreat back to the crate outside and use it for cover from the onslaught of enemies that occurs next.



Stay ready and take out the guard tucked away in the room to your right and then use the column a little bit forward on the left for cover against the enemies down that corridor.



There is a floor-mounted gun cannon around the corner at the far end of the hallway on the right. Use your Grenade Launcher if you want to conserve ammo and take it out.



Inside the room on the left with the red counters is an Energy Pack, but no other goodies in the back room like before — bummer. Grab the item and head back out.



Head for this crate on the left and duck down. A large group of enemies will pour out of the entrance at the end of the hallway. Thankfully, you will be rejoined by Melinda and Judd. It's about time!

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



There is absolutely nothing of use down at the end of the hallway where you and your comrades just moved down the enemy. Take the right hallway instead and send in the troops using the "Recon" command.



It's a zoo down there, with enemies above and below and a floor-mounted gun cannon off to the left. Do what you can from the relative safety of the doorway and clear the room.



Things aren't going to slow down just yet. Head for the stairway to the left and take down the Grenade-launching guy at the top (you can run past his shots, as they will explode harmlessly behind you)...



...and then the other enemies up top, including another ammo-stealing floor-mounted gun cannon. Around the corner is one more guard, a checkpoint and a switch. Do what you need to do then head back down.



Head down the staircase and take out the lone guard around the corner to the right. There are another two at the end of the corridor around the corner to the left.



You should be at door "E," which you opened with the switch mere moments ago. Head in and you'll find yourself face-to-face with a huge, tank-like killing machine. Here we go!



Time to pause the game and set up your commands. Give the "Assault" command and follow up with "Attack."



At first, this mechanical beast has four weak points you need to target — two on each side of its body.



It runs on a set counterclockwise "U-shaped" path around the vicinity of the room, shooting first bullets then Grenades. When it gets to the right side of the room, it will head back to the left.



Your best bet is to follow the mechanical beast on the right-hand side of the room, strafing around while you're shooting at it and doing your best to avoid its fire.



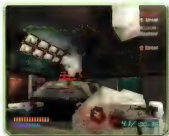
You can use the small, broken columns in the middle of the room for cover if need be, but you'll have to rotate around them as the tank moves around the room.



As soon as its right side is obliterated, focus on the left from the other side of the room.



Don't stress if your comrades fall — their disabled bodies will, at the very least, act as decoys and take some of the tank's attention away from you.



Not too long after, the tank's next weak spot, its top-mounted cannon, will become shootable. Unfortunately, it will also shoot back — with heat-guided missiles!



The only way to avoid these missiles is to run away from them and then take a quick turn as they get close to you. It's not 100% foolproof, but it works more often than not.



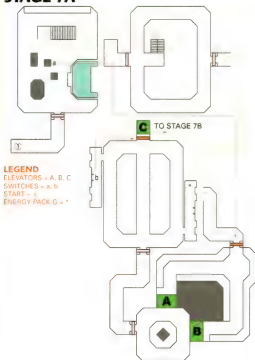
Unfortunately, your Grenade and Rocket Launchers don't do much if any damage, so keep whittling away at it with your Assault Rifle.



If you're diligent and continue to stay mobile, you will eventually break this mechanical mother to pieces.

STAGE 7: ASSEMBLY PLANT

STAGE 7A

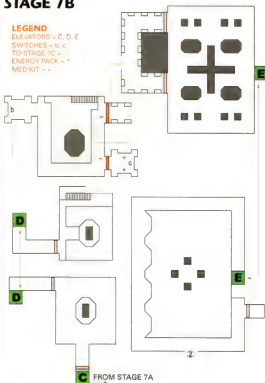


LEGEND

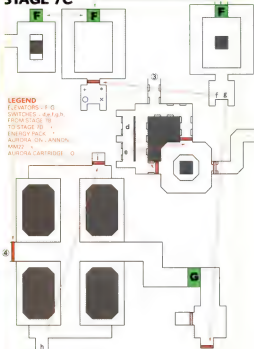
ELEVATORS = A, B, C
SWITCHES = a, b
START = E
ENERGY PACK G = *

STAGE 7B

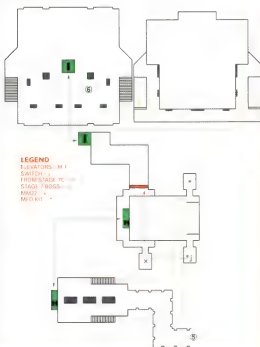
LEGEND
ELEVATORS = C, D, E
SWITCHES = b, c
TO STAGE 7C = *
ENERGY PACK = *
MED KIT = *



STAGE 7C



STAGE 7D



PRIMARY OBJECTIVE:

SCOUT HEADQUARTERS

MISSION BRIEFING:

The Colonel has turned up missing and the terrorists seem to know your every move. Judd is implicating the Colonel, but Ash won't have any of it. It's time to move forward, into the Assembly Plant, in an effort to find the answers behind this mystery.



As tough as the last level was, things are about to get a lot tougher. Be on your guard constantly, as there are enemies around just about every corner. Head around the first corner and get ready for some action.



As soon as the door opens, head for the crate to the right and duck down. Concentrate on one enemy at a time and duck back down when you need to reload.



You and your team should be able to clear the area relatively quickly. When the dust settles, hit the switch on the column in the middle of the room.



This opens a door up above. Head up the stairs and hang a right around the ledge of the room. As you approach the doorway on the other side, Judd and Melinda, as always, will split up. What's with those two?



Head through the doorway with Maya and peek out and pick off the guard right around the corner.



The next corner is safe, but the one after opens up into a tunnel with a guard straight ahead, one off to the right and yet another straight ahead who comes running around the corner upon hearing your fire.



You have two choices, but they both lead to the same place. Take the left path and let the enemy see you around the corner.



Now quickly hightail it back the other way, avoiding the enemy's fire and Grenades, and head down the right tunnel. Quickly take the elevator up at the end.



If you're fast enough (and a little lucky), you should be able to surprise them while they are still looking for you from the other route.



Take the doorway on the right-hand side of the room and then follow it around to the next door. As soon as you open it, you're the guest of honor in a huge firefight. Make a run for the crate ahead and pick off any hostiles on the left or right first.



As soon as they are out of the picture, turn your attention to the guards in front of you. When it's clear, collect the bounty in the main room and then head into the side room on the right for an Energy Pack G.



The other side room on the left has a switch inside it. Throw it to open the doorway right outside and then head out and take the elevator up.



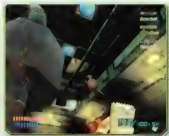
Three goons are hiding out on the bottom floor in the room beyond the door, with plenty more above on the upper levels. Clear the bottom out and then head for the door/elevator at the far left-hand side of the room.



Take the elevator up and open the door at the end. Instead of heading into the next room, peek around and take out the guards standing at their posts.



There are still more to deal with in here. The first is way up above to the left. Strafe walk to the left along the ledge to get a bead on him quickly.



If you turn around so you're facing the wall when you reach the staircase and then walk backwards, you will be able to target the next two on the ledge above before they see you.



Take the staircase up, then repeat the process by walking backwards up the next staircase. There's a Rocket-launching guard up top on the right and he is an accurate shot.



You can't get into either of the two laser-barred doorways here, so follow the ledge around the room to the left and into the switch room where the Rocket launcher was. Throw the switch.



This opens up the second room, with the Energy Pack and Med Kit in it. Grab them and throw the switch here to open the second doorway.



As you head into the now open doorway, Judd and Melinda will show up. No time for glad handing, there's business to attend to! Head down the hallway to the intersection to receive a checkpoint.



There are two doorways, but both lead to the same room, trust me. Take the right doorway and, as soon as you do, head for the cover of the platform to the right of you.



Pause the game with the select button and issue the "Spread" command. Now, using whatever you can for cover, start picking off the enemies one-by-one while moving around the room in a counterclockwise position.



The only way forward is up. Take the elevator at the back of the room to the level above. Take a right off of the elevator (the only way you can go) and follow the ledge around the room.



Be careful! There are a few guards on the other end of the room up here with Laser Sighted Sniper Rifles. Quickly take them out before they can lock on to you or your teammates.



Take the open doorway on the other side and, when you do, Judd will chime in about "behind the gun battery" and he and Melinda will, once again, split off from you and Maysa.



Don't be fooled by the relative peace and quiet. There is a guard down around the corner to the left and another down around the corner to the right. The final guard is at the back of the small side room.



There are two switches in this side room, both open up the doors down each of those hallways. Of course there are enemies behind each door waiting for you, sigh.



Don't go through the immediate doorway here. Instead, head back and around the other hallway. You should be able to surprise the guards who thought you would enter the room from the other way.



Head through the door against the left wall and stay back as far as possible when you come around the second corner. You should be able to pick off the enemies inside the next room without them getting you first.



Enter the room running backwards and aiming upwards; there are Grenade-launching guards and sharpshooters everywhere. Keep moving and keep shooting!



You probably won't be able to get them all, so stay mobile and jump on the elevator and hit the switch to ride it up. As soon as it's moving, quickly turn around and take out any others as you're heading up.



Don't let your guard down, even for a second. When you reach the top, a Grenade-launching goon across the way will already have you in his sights. Strafe to the left and shoot him dead!



There are two switches in the room where you just took him out — throw them both. The first opens the door behind the elevator you just rode up. The second opens up a doorway and a nice secret.



When you threw the second switch, you let out two guards. They are on the level right below you. You can target them here, from the floor above without getting hit.



Before heading into the room behind the elevator, ride it down and hop off on the level in between the first and third floor. The elevator won't stop there, so you'll need to manually walk off the side.



Run around the ledge and into the room you unlocked to grab a bounty of goodness: an Energy Pack, an MM22 Missile, an Ion Cartridge and an Aurora Ion Cannon — yippee!



Head back around, call the elevator up and hop on as it ascends to the third floor. Now you can head into the room behind the elevator where, in typical fashion, Judd and Melinda will show up after the fact.



Around the corner is another elevator to ride down. At the bottom and off to the left is an unsuspecting guard. Just beyond him you'll receive another checkpoint.



The open room beyond is filled with enemies. Send the troops in first by issuing the "Recon" command and then stay back and strafe back and forth from the doorway while picking them off.



Things will heat up when you enter the room. Use the large crates for cover and start working each side.



Clean the area of all enemies and then head to the back left corner of the room (next to the "04" tank) and throw the switch here.



This opens the laser-blocked doorway in the opposite, back right corner of the room (next to the "02" tank). Head over there and throw that switch.



This unlocks the main doorway out of here in the middle of the room (between the "03" and "04" tanks). You've also opened yourselves up to attack from a group of Laser Scoped Snipers beyond.



Head for the cover of this large crate and quickly strafe out and shoot then head back for cover. You should be able to take them out before they can pop off a shot.



Around the next corner is a serious posse of enemies. These guys are tough and will let loose with everything they've got as soon as you're discovered. Roll for the safety of this crate and pick them off methodically while your teammates pitch in.



As soon as the fierce shooting is over, take the left set of stairs up and into this room. Inside you'll find a Med Kit and a switch. Grab the Kit and throw the switch.



Repeat the process on the other side (no switch this time, but the Med Kit will do) and then take the elevator up at the back of the room.



There's one more room to the left off of the elevator. This one has a MM22 Missile. Take it and head around and into the now opened doorway.



One lone guard waits around the corner. Pop him and head onto the elevator. You get a checkpoint for your reward. Make sure everyone is on the elevator and then ride it down to encounter the next boss.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



This spider-like mechanical machine is extremely accurate and deadly. It's not going to be an easy fight.



As soon as you're in control of Ash, pause the game with the select button and head over to the Commands menu. Order your team to "Spread" and change their status to "Assault."



The first strike the contraption makes is a spray of Machine Gun fire. Stay in front of it and constantly strafe to the left and right while unloading everything you've got with your Assault Rifle toward its underbelly.



Next, it will unleash deadly Zin Lasers in addition to the Machine Gun fire. Just keep strafing back and forth and keep shooting at the red globe underneath it.



When you see its two lightning cannons start to crackle with energy, it's time to duck for cover. Back up toward the back of the room and center yourself behind and in the middle of this wall-to-floor post.



When its lightning cannons are fully charged, the machine will send out deadly electrical charges that bounce and reflect off of the walls. If you're standing centered behind the post, you should be somewhat safe. If you do get hit, quickly pause the game and use an Energy Pack G.

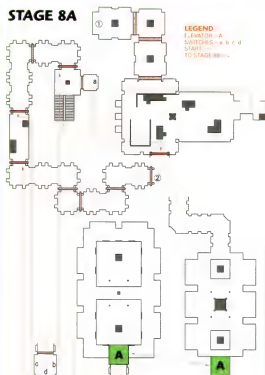


A guard will occasionally jump down from the ceiling to keep things interesting. Make sure you eliminate him as quickly as possible then re-focus your attention back to the machine.



Repeat the process numerous times: strafe while shooting, get the guard that drops from above and then run and duck for cover when it starts to charge its cannons. Eventually, you will destroy it. Good work!

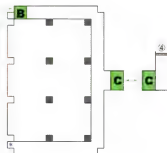
STAGE 8A



LEGEND
 1. ELEVATOR - A
 2. SWITCHES - a b c d
 3. START
 4. TO STAGE 8B

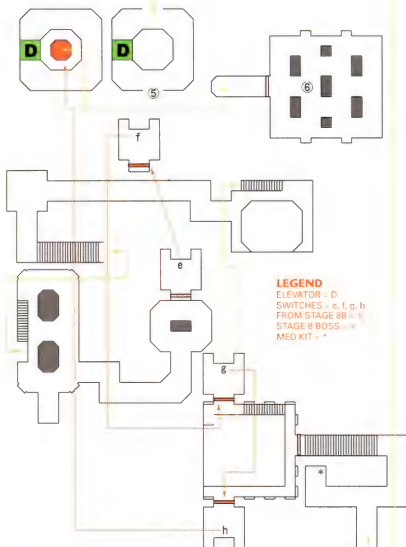
STAGE 8B

LEGEND
 1. ELEVATORS - B, C
 2. FROM STAGE 8A
 3. TO STAGE 8C
 4. ENERGY PACK
 5. DUTCH 308



STAGE 8: STORAGE FACILITY

STAGE 8C



PRIMARY OBJECTIVE:

FIND TERRORIST LEADER

MISSION BRIEFING:

The terrorists (or whoever they are) knew you and your team were coming. Since they seem to know your every move as you make it, you're going to have to improvise. It's time to get dirty and take things up a notch or two. Get ready to head into the Storage Facility and, with a little luck and a lot of skill, get one step closer to uncovering Project Medusa.



It's time to get down to business. Head out of the first room and through the next two rooms.



Through the third door is a huge warehouse, which just happens to house a few enemies. Be wary of the one that will be coming up the ramp on the right.



Clean up (there are a total of four) and then head down the ramp and left, toward the back left area of the warehouse.



Here, you'll find a set of stairs on the left, leading up to the next floor. Head up the stairs and into the door on the right.



Inside the doorway you'll find a switch. Throw it, and a door opens back in the main area of the warehouse. Hightail it back that way.



Head through the now opened door and follow the hallway to the next area of the warehouse.



While it looks quiet, there are enemies hidden inside. Strafe a bit to the left just outside the doorway and you'll be able to get a bead on the first one.



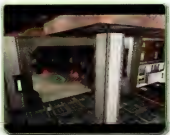
There are more inside, including a few on the ledges above. Take out as many as you're able to from your vantage point and then take the elevator at the back of the room up to the floor above.



Be prepared when you get up there, as there are a few lingerers. Shoot them dead then head into the area behind the elevator you just came up.



Beyond the door is a small room with not one, not two, but three switches to throw. Go ahead and throw them in any order you like.



Three consecutive doors will open, leaving you some new areas to explore. Head back the way you came toward the first warehouse area.



As you round the corner in the connecting hallway, Maya will chime in about her uneasiness. And rightly so! Stop before moving any closer and send in the troops using the "Recon" command.



Your teammates will uncover an ambush. Don't just stand there, help them out!



When you've cleared the immediate area, head inside and turn to the right. Back down where the staircase is seems awfully quiet as well. Send Judd down there to scope it out.



Another ambush! This time, the guards drop down from the pipe above. Pick a safe spot and take them out.



A few more guards await at the stairs, with one hiding up on the dark ledge to the right. When they have all been eliminated, climb up there and grab the Energy Pack G he left behind.



One more guard is hiding in the switch room to the right. Pick him off, then head into the now opened hallway beyond.



Peek out from the corner right after the first door to get a bead on some enemies way down the corridor in the next area.



Even though you might think you've gotten them all, as soon as you get in the middle of the bridge here, a ton more will come spilling out from the doorway beyond. Pick a crate for cover and take them out.



You can head through the next winding hallway and the three doors in between without incident.



As you approach the last doorway, be ready, a group of guards will burst out and attempt to gun you down. They don't know you very well, do they?



You should get a checkpoint as you approach that door. It's a good thing, because you've now officially left the frying pan and are in the fire. Stay as far back as possible and take out the Rocket-launching goon just at the bottom of the stairs.



Inside the next warehouse area are too many guards to count. Let's send the team on in ahead of us to draw some of their fire. Use the "Recon" command and watch them go.



Head in firing as soon as the action starts. Your best plan of action is to enter the room and head to the right, systematically taking out every enemy you encounter — above and below — as you go.



Work your way around the room while keeping an eye on your shield energy level and exterminate every single enemy. You'll know it's over when all is quiet.



Collect the goods left behind by the fallen guards and then take the elevator against the back left wall up to the next floor. Be prepared to take out any stragglers up top.



Follow the ledge around to the left, strafing and shooting as you go by the opening in the center. That's two more notches on your gun.

X-SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Head all the way around the ledge until you get to the wall at the end. There's a tasty Energy Pack G just waiting to be picked up. Yummy!



Head back to that opening in the center and take the elevator across the gap to the next area.



You get another checkpoint as you head through the doorway. You're also attacked from behind, but Judd takes care of business. It seems, once again, you're going to be split up.



Don't bother jumping down into the gap below, it just takes you back out into the last main area of the warehouse.



Head around the next hexagonal room and be prepared for the two guards who jump out at you from the opening beyond.



Two choices here. The first, to the left, will quickly take you to a Med Kit hidden away behind these crates.



The second, to the right, leads to a steep staircase. Head on up to find yourselves (you and Maya, that is) looking down into a very vast room.



There's a door off to the left, but it's currently locked. Take the right path down the stairs instead and take Maya's lead when she starts shooting bullets down at the enemies on the floor below.



You'll pass by another locked door on your way down. Ignore it for the time being and take the next set of stairs. If you strain to look down at the floor from here, you might be able to target one or two more guards.



Head through the doorway and peek out from the first corner to take out a few more baddies down the hallway.



As you walk down this catwalk and into the exposed area, you'll encounter some fire from the enemies down on the ground floor on the left. Return their fire and keep an eye out for any more coming from the end of the hallway as well.



Eliminate as many as you can and keep heading forward. There's another locked door to the right that we will have to come back to in a bit. Be watchful for one or two more guards appearing at the end of the hallway.



What, did they just get out of a meeting or something? There's at least another two tucked around the corner at the end. Be especially watchful for the Rocket-launching guard on the right.



Take the stairs down to the next level while taking out the leftover enemies ahead and below.



There is only one way to go down here to the ground floor, so head down through the opening and into the hallway. It leads you to another open area with a door imbedded in the wall a few feet above the ground.



Lift yourself up to the door and you'll find yourself in a small room with a switch. Throw it, and a door opens up back where we came from.



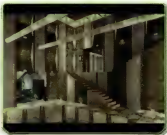
Do a bit of backtracking into the last open area and be prepared to shoot it out with a few guards on the platform way above. There's another up the staircase as well.

X SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



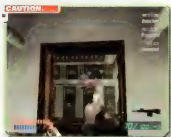
Take the stairs back up to the catwalk above and you'll spy the now opened door (marked "C"). Even though it looks like you'll fall through the gap between it and the catwalk, you won't. Head on in.



Throw the switch in here to unlock a door back a ways. Now you're making progress!



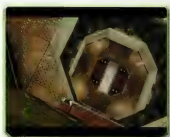
Keep heading back from the way you originally came and up the first set of stairs in the next open area. On the landing you'll find the next opened door (marked "D").



Another switch to throw, which opens yet another door a little way back. As you are about to head out of the room, you'll be attacked by guards from across and above the room. With a little patience you'll be able to take them out.



Head up the next set of stairs and around to that opened doorway (marked "E"). Inside is yet another switch to throw.



This one opens up a large panel in the floor. This is where you need to be! Head out through the opening in the center of the room and take the stairs down.



Head left through the next opening down here to catch up with Melinda and Judd. Just what are these two doing when they are off by themselves?



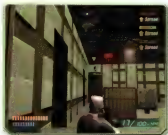
Take the elevator down in this hexagonal room to the floor below. You'll have to hop down to the next level and then drop down into the open pit. You'll receive a checkpoint at the bottom.



There is a serious, bad ass boss packing a serious, bad ass FT CF-2 Freeze Gun in this room. It's time to get down to business!



As usual, quickly pause the game with the select button and issue the "Assault" and "Spread" commands.



Here's the breakdown: There are four stationary, regular-type guards up above in the four corners of the room. Each is equipped with plenty of firepower.



The main boss is mobile and will maneuver around the crates in the room trying to put the chill on you and your teammates.



Your best bet is to head for the corners of the room, so you are protected from most of the regular guards' fire.



Here, you can target the ones visible quite easily (although they do regenerate) while also getting a bead on Mr. Freeze.



If he does happen to put you on ice, it will only be for a few seconds, although you will be susceptible to enemy fire. You can at least pause the game with the select button and give yourself more health or shield energy while frozen if need be.



Continue to strafe around the room, heading for the corners, while targeting the boss and the goons above. Thankfully, he's a pushover compared to the last few bosses.



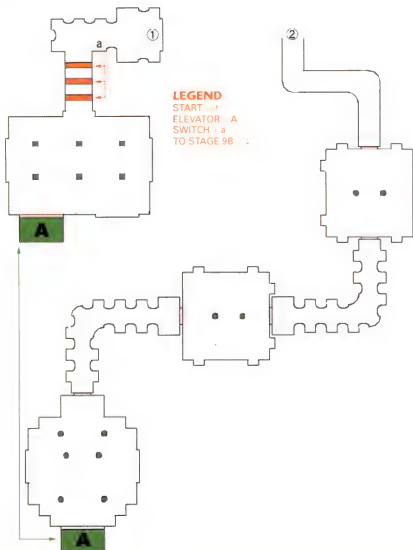
Eventually, he will go down for the count, leaving you and your team victorious.



But wait, the plot thickens! It seems you know this bloke. He spills the beans that the Colonel is the one behind this madness and is now in control of the Medusa files. He used you to get them! Revenge will be sweet.

STAGE 9: ROOFTOP

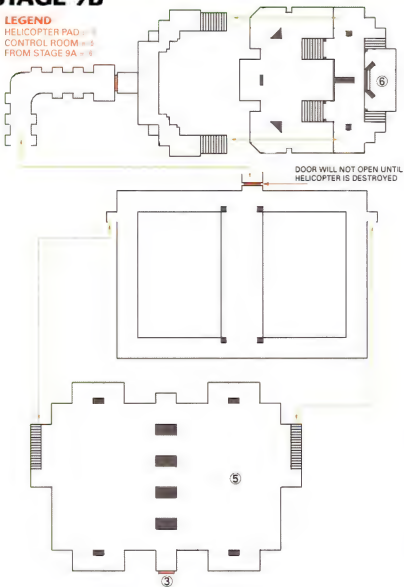
STAGE 9A



STAGE 9B

LEGEND

HELICOPTER PAD ①
CONTROL ROOM ⑤
FROM STAGE 9A ⑥

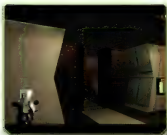


PRIMARY OBJECTIVE:

RETRIEVE PROJECT MEDUSA

MISSION BRIEFING:

It looks like it's going to come down to this. You and your team against the Colonel. His lust for power and greed of money has driven him to steal the Medusa Files and he's going to do anything he can to hold on to them — even if that means killing you. You have to stop him at any cost; the fate of the world depends on it. Maya, Melinda and Judd are all committed to the cause, so stock up on as many Energy Packs and Med Kits as you can afford, then head into battle one last time.



No time to dilly dally, get moving! Throw the switch right here to open the set of armored doors.



Just beyond those doors are four heavily armored soldiers who are trained to kill. These guys won't go down easily, so pick a strong weapon such as the Aurora Ion Cannon.



Set your troop into "Assault" mode and command them to "Spread" by pausing the game with the select button and accessing the Commands menu.



Stay mobile and focus on one at a time; it takes a lot of hits to drop them but they will go down.



As soon as it's clear, head through these doors to find an elevator.



Ride it up and be prepared for round two. As soon as you step off of the elevator, you'll be caught in a crossfire from two more armored soldiers.



Stay inside the elevator bay and focus on one soldier at a time. If a team member gets disabled, make sure to revive him with health and energy.



You should find an Energy Pack up here. Grab it, then head for the doorway marked "Level 2."



This hallway is clean, so just head around it and into the next doorway.



As soon as you open the doorway, you'll be confronted with two more armored soldiers at the back of the room. Stay outside by the doorway and strafe back and forth here where it's a bit safer.



When they are down for the count, open the door straight ahead marked "Level 1," but don't go in! At the end of the hallway is a Grenade-launching armored soldier. If you stay back and shoot him from here, his Grenades won't reach you and your team. See ya!



Now take the hallway around to the next door and get ready for a similar drill.



Just beyond, in the next room, are two Flame-throwing armored soldiers. If you open the door then back up a bit, you'll have no problem taking out the first one, dead ahead.



The second is a bit tougher. He appears on the right side of the door. Tuck yourself into the small alcove along the left side of the hallway and you should be just out of reach of his fire.



Now head into the next room and through the doors marked "Heli Port."



Cool lighting. Follow the curving hallway around until it comes to the opened doorway at the other end. Just beyond, you'll encounter the Colonel in his attack helicopter. It's do or die time!



Hit the select button to pause the game and issue the "Assault" and "Spread" commands.



You're going to need some heavy artillery to take the copter down. The Mathews MM22 Missile Launcher should come in handy.

X5 SQUAD

PRIMA'S OFFICIAL STRATEGY GUIDE



Besides Machine Gun fire, he's sending down heat-seeking missiles your way. Run!



If you take some hits, pause the game and use the Equipment menu to replenish your shield and health.



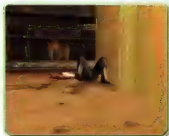
Watch where the helicopter is flying and try to stay locked on to it before sending a Missile its way.



You can head under this overpass for cover from its gun fire, but it won't protect you from the missiles.



Every so often, the Colonel will take the copter way up in the sky and hover for a few seconds. This is a good opportunity to unleash as many missiles as you can.



Unfortunately, there's no checkpoint if you die, so it's back to the beginning of the level if you're careless.



If you can successfully and consistently chip away at the copter's health, it will go down in flames.



Don't start celebrating yet; the Colonel survived the crash and is now gunning you and your partners down with his own Ion Cannon. Dra! Do your best to avoid his fire and let him head up the stairs while you run for cover.



Not soon after, he heads through the doorway up above. You're not going to let him get away, are you?



Take either staircase up and head after him into the doorway marked "Control Room".



Follow the hallway around to the next doorway. Inside, you'll come face-to-face with your adversary.



Set who's ever left to "Spread" by pausing the game with the select button and accessing the Commands menu and get ready for action.



Now the fun begins. The random enemies in here are of the heavily armored type, but they won't regenerate when they are killed. Equip a strong weapon (like the Ion Cannon or Rail Gun) and start shooting everything in sight!



Concentrate on taking them out as quickly as possible while doing your best to avoid the Colonel's Ion Cannon fire. At least one of them will leave behind an Energy Pack G when he departs this mortal coil.



If you can successfully clean out the area of the regular armored soldiers, then you can turn all of your efforts on the Colonel.



The best place to battle him is down in the right-hand corner of the room, underneath the stairway. Here you can use this column as temporary cover.



If you just concentrate on blasting the Colonel with everything you've got, he will eventually go down.



Ash pleads for the Colonel to give up the Medusa files and, with a last dying gasp, he does. Congratulations! The world is, once again, a safer place. Watch the credits roll as you breath a sigh of relief.



U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment
Platform: PlayStation®2 computer
entertainment system

LEAD YOUR SQUAD TO VICTORY!



-  Step-by-step walkthrough of entire game
-  Detailed level maps
-  All hidden codes revealed
-  Tips on managing points and purchasing weapons and equipment
-  Helpful strategies on commanding your fellow squad members
-  Special notes on *Cautions, Commands, Checkpoints, and Secrets* to give you the upper-hand against the enemy



© 2000 Electronic Arts Square K.K. All rights reserved. Electronic Arts, EA GAMES, the EA GAMES logo and X Squad are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners.



ISBN 0-7615-3220-X



9 780761 532200

5 1499

0 86874 53220 3

The Prima Logo and Prima Publishing © are registered trademarks of Prima Communications, Inc.